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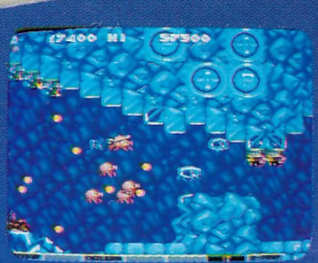

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## REVIEWED

**Addams 2: Pugsley's Scavenger Hunt** ... 14
The Addams Family get kooky in a platform epic

**Batman Returns** ... 18
Masked heroes ahoy as Batman biffs the Penguin

**Bob** ... 24
More platform laffs with Electronic Arts' BOB

**Cool World** ... 34
Let's hope it's better than the movie version

**Cybernator** ... 20
Konami come up trumps again with this top blaster

**Equinox** ... 16
Back to days of lore with this smart platform RPG

**Outlander** ... 28
Mad Max was never quite as mad as this game

**Starfox** ... 30
The game of the year? Read our review and find out

**Test Drive 2** ... 23
Fast cars lots of crashes and not a babe in sight

**Terminator** ... 26
He's come from the future, to destroy the past

**Warp Speed** ... 37
Space heroes can sign up here on the dotted line

SUPER FX **STAR FOX**
**EXPLOSIVE 4 PAGE REVIEW OF NINTENDO'S LATEST HIT!**

## PREVIEWED

**Battletech** ... 46
Robots R Us in the futuristic battle to end all battles

# ONTENTS CO



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## SUPER NINTENDO NEWS 6

Hot news from Japan and the States, including the full specifications of Nintendo's amazing new CD system.

## GAME GENIE vs ACTION REPLAY 38

We put the cheat carts head to head and let you know which does what and why. Is there a clear winner?

## LETTERS 40

Bill and Ben answer all your questions, queries and conundrums... and it's completely free of charge!

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## 3 MASSIVE COMPOS

COULD YOU BE A LUCKY *SUPER ACTION* WINNER?

## CHEATS 52

More cheats than you can possibly handle, plus tips and Action Replay codes!

## MARIO GUIDE 54

Ever wondered where those secret exits were? Right here in Super Action, that's where!

## SUPER LIBRARY 58

Every Super NES game reviewed in our library of classics and turkeys.


OVER 120 REVIEWS

# SUPER N

# SUPER CD FINALLY REVEALED

REPORTED BY *Frank*

**With the Sega Mega CD system already floundering, can Nintendo finally introduce CD gaming as a viable home entertainment format? The battle begins next Christmas.**

**After years of speculation, the veil of secrecy has now been lifted over the technical specifications of Nintendo's CD ROM system. Nintendo concluded development on the system in December and details have been sent to the important third party licensees.**

Super Action managed to get hold of these details and although some of them are a little too technical for anyone but a NASA scientist, we thought we'd give you them anyway.

The development was handled by Nintendo of Japan in association with Philips, a deal that scuppered the previous Sony tie-in. At the moment, both nintendo and developers are referring to the machine as the Super NES ND (Nintendo Disc) Drive.

Fortunately, this rather unwieldy title will be replaced with something short and snappy before it is released. Super CD is probably a good bet, but don't count on it.

The Super NES ND has gone through some fairly spectacular changes in its development, but the version revealed here is final, except perhaps for cosmetic modifications.

## THE SYSTEM CARTRIDGE

**Nintendo have taken a very interesting and in some ways, very brave approach to the CD system. The CD drive itself contains very little. Nintendo have opted to include most of the electronics in a special cartridge. This cartridge plugs straight into the Super NES and is connected to the CD drive via a special cable.**

The Nintendo System Cartridge has at its heart an absolutely stunning 32 bit co-processor. This is there to handle the vast amounts of data processed by CD technology. The chip is RISC (Reduced Instruction Set Chip) based and ideally suited to the speedy and efficient juggling of graphics and sound.

This little baby runs at a staggering 21.477 MHz, as fast as some 486 PCs! This chip will work in tandem with the Super Nintendo's own processor and the results should be fairly staggering. As it stands, this machine looks set to be the fastest domestic CD system ever produced.

One of the problems associated with CD ROM drives up to now was software "lag". The PC Engine CD and Sega's Mega CD both suffer from this. This slowdown is caused by two things: an inefficient data transfer system and a tragic lack of memory.

**SUPER CD ROM TECH SPECS**

**Most of you won't understand this stuff and indeed even the most propeller headed nerds in the building got a little bemused, but these are the final and official specifications.**

**MAIN MEMORY:**
D-RAM / 8Mbits
PS-RAM / 1Mbit
Super NES memory / 1Mbit

**SUPPLEMENTAL MEMORY:**
D-RAM / 4Mbits
System ROM / 2Mbits

**CO-PROCESSOR (SCCP):**
Type / 32 Bit RISC
Clock Speed / 21.477MHz
Cache / 8kbit

**CD ROM DECODER (HANDS):**
Type / 65C02
Clock Speed / 4.295MHz

**CD ROM Drive:**
Average access time / 0.7 sec
Max access time / 1.4 sec
Read error rate / 10-12
Data output speed (standard) 150kbytes/sec
Data output speed (accelerated) 300kbytes/sec

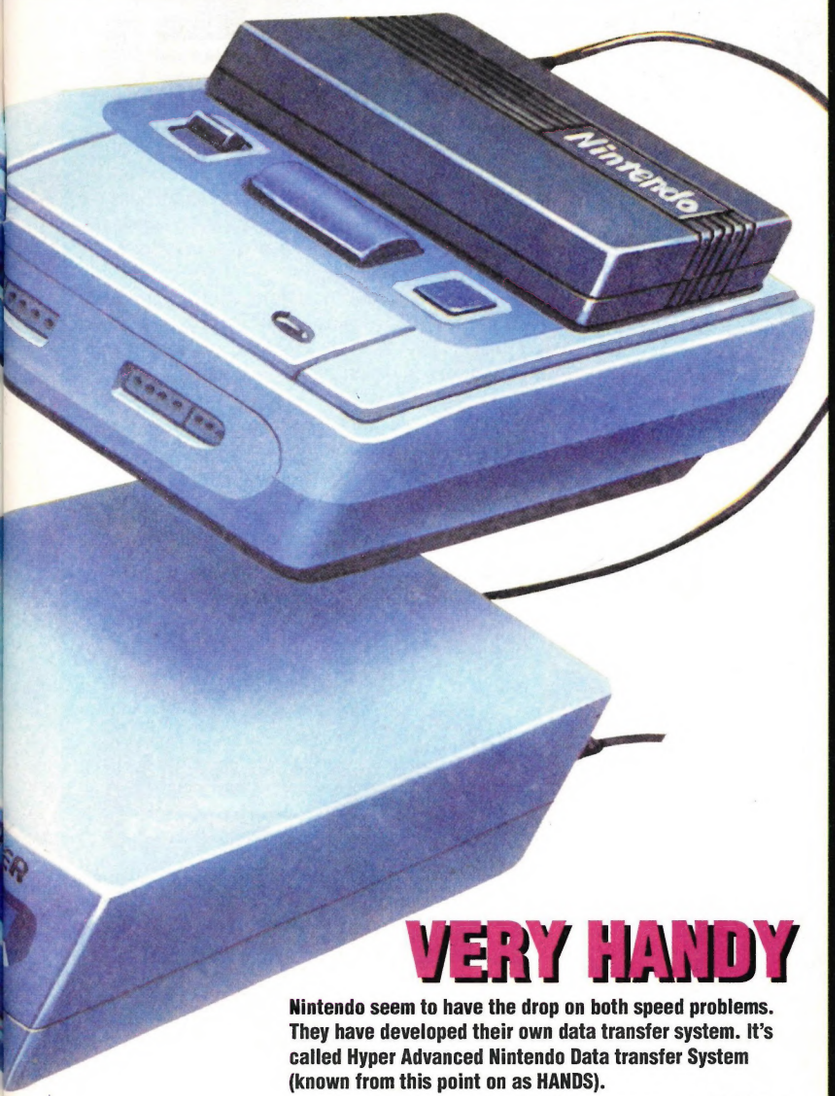
## THE NEW COMPETITION

The PC Engine was the first games machine to have a CD drive and this is its latest incarnation, the Duo mark two, with a faster drive and some interesting new capabilities.

Pioneer have entered the games arena with their Laser Active system, compatible with Mega CD and PC Engine CDs, but only with the addition of expensive adapters.

Fujitsu, the company who build the FM TOWNS computer, have shocked the Japanese gaming public with the introduction of the FM TOWNS Marty

# NINTENDO NEWS




## VERY HANDY

**Nintendo seem to have the drop on both speed problems. They have developed their own data transfer system. It's called Hyper Advanced Nintendo Data transfer System (known from this point on as HANDS).**

Spookily enough, HANDS is based around a 65C02 processor, identical to the one that runs the Super NES! The HANDS system is compatible with the Philips XA format and may yet hold some surprises (rumour has it that the system will be CDi compatible).

To combat lack of memory, Nintendo have invested in lots of big RAM chips. The system cart will contain 8 megs as standard with 1 meg PS RAM (weird back-up memory) and another 4 megs of D-RAM just in case.

The HANDS system will allow the Super NES to read info from the 8 megs of memory, without interrupting the flow of data. Super fast! This is the only way to combat CD "lag".

**system. It's a stand alone CD console that can be turned into a fully specified FM TOWNS with the addition of a mouse and a keyboard. At around £400, it may be in with a chance.**

## CRAZY DISCS

Super Nintendo discs will come neatly packaged in protective plastic and metal caddies, very similar to the kind used on Apple Mac systems. Fear not, you will be able to use normal audio CDs on the system, but you'll have to slot them into a caddie first. The caddies serve a dual purpose.

They protect the discs from scratches and grime but, more importantly, they will contain a 256k RAM chip, nice and handy for saving game data and high scores.

What is still unclear however though, is whether or not the Super FX system will be included in the system or even in the discs themselves. It would be a tragic omission to exclude Super FX technology from all these fabulous developments.

## TO THE FUTURE

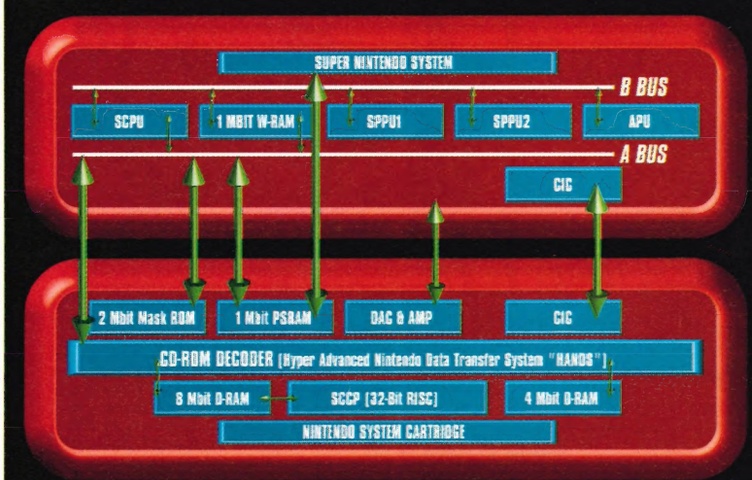
It seems that Nintendo have refused to compromise on the specifications of their CD system. It will not be outmoded in less than a year by some new, faster, better system. It will not slip into the technological sewer inhabited by dinosaurs like MSX, Atari ST or CDTV. The Super NES CD, when it arrives, will be state of the art technology and will guarantee a future for CD as the data storage medium of the future.

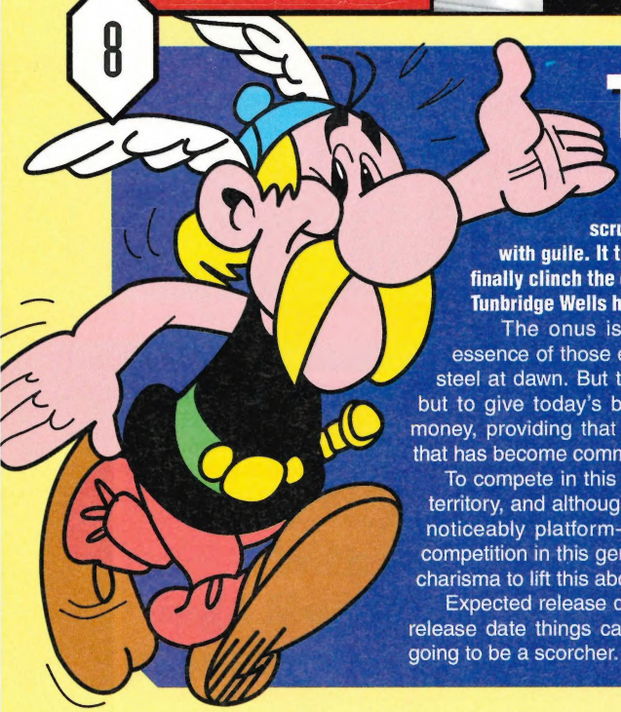
The games have to match the quality of the hardware. The first releases will be from Nintendo and details at the moment are sketchy. Mario 5 is likely and F-Zero 2 is a common rumour. If the software is good, the hardware will sell and the software will get better. A very nice loop than you very much.

Only Nintendo have the marketing and strategic know-how to get this thing into popular home use. Sega CD is dying, PC Engine CD never quite took off while Philips and Commodore priced their machines far too high.

## RISKY GOODS

All this hyper fast RISC technology sounds fast, but Sega's Mega CD proved that the extra 16 bit processor was little or no use at all. The problem was that it spent most of its time dealing with the problem of moving info from CD to the Megadrive. In the case of the SNES, the CD stuff will be handled by both the HANDS system and the new 32 bit RISC chip. The assistance HANDS supplies will leave a lot of processor time free to speed up the Super NES. No more slowdown, no more sprite glitches.





# THE GAUL!

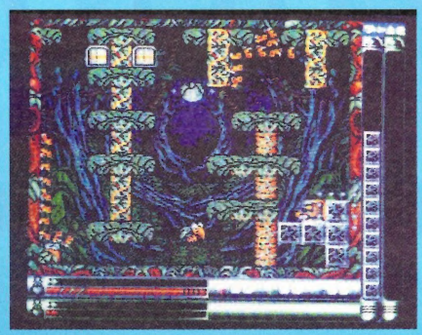
**Cult comic hero Asterix undergoes a slow transition to video gamedom under the close scrutiny of the ever so touchy originators of the Gaul with guile. It took the 'gaul' of fellow Frenchies, Infogrames, to finally clinch the deal that game publishers from Toulouse to Tunbridge Wells have been vying for in vain for the past decade.**

The onus is on the graphics department to recreate the essence of those endearing, indomitable characters... or taste cold steel at dawn. But the intention is not only to do the licence justice, but to give today's big video game icon characters a run for their money, providing that Asterix's chariot can muster the lightning pace that has become commonplace in today's SNES games.

To compete in this arena, Asterix meets them on their own platform territory, and although the game is shaping up as a spirited romp, it is noticeably platform-traditional in most senses. There's some stiff competition in this genre, but Asterix might just have the character and charisma to lift this above the madding crowd.

Expected release date is late this Summer, but you know how these release date things can be so don't hold your breath. Sounds like it's going to be a scorcher.

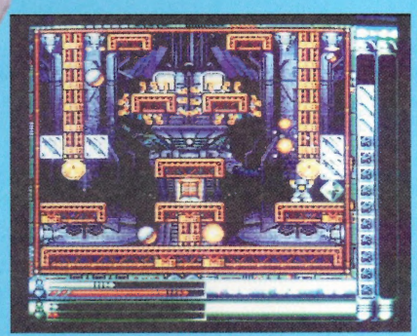
# ZOMBIES!



**Troddlers is a neat 175 level brain-teaser from Storm, featuring amusing little creatures from which the game derives its name. Hundreds of Troddlers emerge in each level which features a unique combination of hazards and obstacles and the player must chase around, catch and return the loves to safety.**

Some of the Troddlers, as it happens, are psycho zombies which pursue ordinary naive Troddlers in a bid for total zombie domination which marks your complete and pathetic failure.

Storm's penchant for gut wrenching cuteness is becoming legendary, but the games have got guts. Troddlers' release is set for mid-July. Price will be £39.99.



# GO ON, BE A PAL

**A lot of readers seem to be stuck with American or Japanese Super Nintendo systems and are bugged severely by the fact that they can't play these machines until Mum or Dad have finished watching the family's large, posh and SCART equipped TV set.**

Fear not gentle readers, because those funky blokes from Fire (the people who brought you the first Mario Kart converter) have come up with a rather stunning little piece of hardware.

The Fire Pal converter will allow Japanese and American machines to plug straight into any British TV set, with or without SCART. Full colour, full stereo in full effect.

The converter is colour coded to match your SNES and has a rather nifty switch allowing you to switch between 50 and 60MHz, meaning the unit can be used both at home and abroad. It's slick, well built and just a part of a whole new range of products that Fire are set to unleash.

We can't understand quite what the 50/60 Mhz switch is actually used for, because using it while running your Super Nintendo on a PAL TV set results in the most horrible flickering you could possibly imagine.

We'll have more news next month of their brand new joystick range and a very amusing, very strange and very sticky Yoshi toy.

**If you're interested in buying a Pal converter contact this number: 0532 500445 (Console Plus).**

# BASEBALL BATTY

**Cal Ripken Jr? An all-American name for an all-American boy who has made all-American megabucks playing all-American baseball. Thanks to the commentators' rambling banter, confusing colloquialisms and verbose vernacular, Baseball is perceived as a bewildering game cluttered with red tape and rules.**

Not so, says Cal Ripken Jr's Baseball, and duly demonstrates that unlike US football, which has more rules than a WH Smiths' warehouse, baseball is a game that can be enjoyed by all.

There are snappy controls with satisfying animation, jolly accompanying sound effects and multi-view television style presentation which maintains the pace of the game and, in turn, the attention of the player(s).

Great two-player pitcher-to-batter action with speedy change of control as the ball drifts into the territories of the fielders. Currently under careful scrutiny at Mindscape International, release date yet to be confirmed.

They'd be mad not to release it though, because Cal Ripken is easily the best baseball game this magazine has ever laid eyes on. A super dream treat that will be reviewed fully in next month's Super Action.

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# BUSTS LOOSE!™

You'll need your lucky Rabbit Foot, along with Buster's brand new Spin Kick and Mad Dash, if you're to make it all the way through to the last level, where you must rescue Princess Babs Bunny (no relation), who has been kidnapped by the hideous Milky Way Imperial Army.

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# SUPER NINTENDO IN PREHISTORIC SHOCK

**In recent years, there have been exactly three platform games that came close to being perfect. Super Mario World, Sonic the Hedgehog and PC Kid. The latter was the creation of Hudson Soft and it sold more PC Engines than any other game.**

The good news is that PC Kid is almost certainly going to appear on the Super Nintendo and possibly by the end of this year. It's not yet clear where the game will be programmed, as Hudson Soft have programming teams in Japan as well as Germany. The Germans were responsible for the brilliant Amiga version and they may well be put to work on the Super Nintendo game.

Hudson Soft are very busy at the moment, putting the finishing touches to their 32 bit PC Engine (supposedly unbelievably good) and the game might well be released in Europe before it ever sees the light of day in Japan.

Rumour has it that the game will be called Super PC Kid (originality gets blown out yet again) and will have a few features not found in the original game. The conversion shouldn't take too long, as the Super NES and the PC Engine aren't as different technically as you might think.

Hudson Soft are being typically tight lipped about the project but we'll have more news very soon.

## BUT IS IT ART?

**SNK are having something of a renaissance in recent months, with the massive success of their Neo Geo arcade system. Largely responsible for this success are titles like Fatal Fury 2 and Art of Fighting.**

It is this second coin-op that has caused the most excitement because it's the only possible contender for the Streetfighter throne and it will be released on Super Nintendo very shortly indeed.

Art of Fighting is very similar in style and content to Fatal Fury and the only real difference is the fact that there is only one plane of movement.

Fatal Fury, you will remember, allowed you to jump in and out of the background.

Art of Fighting does have a few tricks up its sleeve, with an assortment of special moves that easily outflank Streetfighter in terms of visual complexity.

It should be with us in the next couple of months so keep your eyes peeled.

# THE AMAZING SUPER ACTION CHARTS

| | | | |
|---|---|---|---|
| 1 | Super Mario Kart Nintendo | 11 | Super Mario World Nintendo |
| 2 | Prince of Persia Konami | 12 | Road Runner Sunsoft |
| 3 | Spiderman LJN | 13 | Exhaust Heat Ocean |
| 4 | Bart's Nightmare Acclaim | 14 | Super Tennis Nintendo |
| 5 | Pilotwings Nintendo | 15 | Sim City Nintendo |
| 6 | Super Ghouls & Ghosts Capcom | 16 | Super Kick Off Imagineer |
| 7 | Super Soccer Nintendo | 17 | Krusty's Funhouse Acclaim |
| 8 | Super Probotector Konami | 18 | Streetfighter 2 Capcom |
| 9 | WWF Wrestlemania LJN | 19 | Super Smash TV Acclaim |
| 10 | Super Mario Paint Nintendo | 20 | Another World US Gold |

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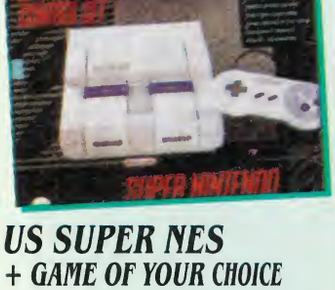

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SUPER ACTION

## SUPER DREAM TREAT TEAM

### EDITOR: Frank O'Connor

The man who invented the expression "Super dream treat groovy homestyle" has yet to find a use for it in every day life. Frank has recently invested in a pair of stretch jeans claiming that they could come back into fashion any day now. Fortunately for Frank, his skinny and pathetic legs make the jeans look dead baggy and swish.

### ART EDITOR: Marc Keating

Cheating Keating as he is known to his Streetfighter buddies, is just as plastic and artificial in real life as he looks in this photo. His hair is sculpted in a hot wax press every morning and he smoothes his features over with a hot iron. Sadly though, Marc is not bio-degradable and he will be with us for at least another fifty thousand years.

### PRODUCTION EDITOR: Alex Lee

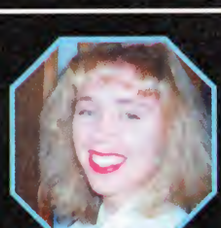
Recently mistaken for a Scotsman, Alex Lee has been strolling around the office in a big skirt saying, "Hoots mon, jings, michty me, crivvens, help ma boab and it's not my round". Sad thing is, he's not brave, he didn't invent television and he hasn't got ginger hair (although that could be a blessing). Well done to Alex for being popular even without hair.

### DEPUTY EDITOR: Simon Kirrane

Simon actually looks like this. In fact, when we asked him to pose for this photograph, we asked him to look as handsome as he possibly could. This was his best effort and it was twice as good as normal. His taste in clothes leaves something to be desired and as you can see from his rather greasy complexion, you can't mix spots with stripes.

### STAFF WRITER: Steve Atherton

DJ Traxx has spun his final wheel on Super Action. He's gone off to pastures new but we're not telling you where. We'll give you a clue though: What's black, shiny, has something to do with a blue hedgehog and isn't very popular in Japan. We're sure Steve will do will in his new job, but forwarding his fan mail will be a bit of a nightmare.



### ART ASSISTANT: Lisa Cragg

Lisa wears too much make up and in a certain light, she looks like Julian Clary or perhaps a satanic clown. Still, she knows how to push those crayons and if it wasn't for her, we'd all be out of work. She's got this ridiculous orange car though and she reckons she's dead great and brave. She never ceases going on about how fast it is. Beetlemania.

### ART ASSISTANT 2: Alex Jeffries

Oh no man. Don't jive my ass man. It's not groovy man. Their taking my crazy ass over to this reefer madness Megadrive mag. What's going on man. Help my ass man. Oh no, I think I'm going to do my jumping up and down dance man. Don't let them take me Frank, please don't let them jive my crazy ass. Help, help, help....

**How would you like to win a brand new joypad? Turbofire, slow motion, smart design, the lot. To win, all you have to do is fill out the quiz below and send it in. We'll pick one from a hat and send the winner a spanky Fire Joypad.**

## QUICK QUESTIONNAIRE

The questions below were designed by top psychologist blokes to find out how clever and brave you are, so answer them honestly and to the best of your ability. We'll use your answers and input to constantly improve Super Action. And remember, you could win a fab joypad too!

**1. Are you:**

☐ Male ☑ Female ☐ Kajagoogoo

**2. How old are you?**

☐ 6-10 ☐ 11-14 ☑ 15-20 ☐ 21-30 ☐ over 30

**3. Which city/town do you live in?**

PONTYPRIDD

**4. Name three other magazines you read (video game or otherwise):** C.V.G, NMS, GB ACTION

**5. Which other video game machines/computers do you own?** NES, GB MASTERSYSTEM II

**6. What sort of games do you enjoy most?**

☑ Platform
☐ RPG
☐ Beat 'em up
☐ Shoot 'em up
☐ Driving/Simulation
☐ Strategy/Puzzle
☐ Other

**7. How do you rate the new look, new price Super Action Magazine?**

☐ Rubbish
☐ Better than before
☐ Average
☐ Good
☑ Fabulous and special

**8. How do you rate the value?**

☐ Poor
☐ Reasonable
☐ Neato
☑ Stunning

**NAME:**

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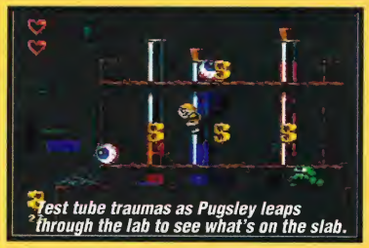
**SEND TO:** *Quick Questionnaire, Super Action, Europress Interactive, Europa House, Adlington Park, Adlington SK10 4NP*

# PUGS SCAVENG

**PUBLISHER**
OCEAN
**SIZE**
8mb
**No. PLAYERS**
1
**PRICE**
£44.99



Test tube traumas as Pugsley leaps through the lab to see what's on the slab.

**The original Addams Family proved to be a big hit, but will Pugsley's Scavenger Hunt follow in those footsteps? Read on and see, but look out for those dark and creepy corners.** ***FRANK***

**They're ooky, kooky and undoubtedly spooky. They're the Addams Family and they are America's most famous gothic Monstrosities. The Addams Family was the invention of cartoonist Charles Addams and their hilarious antics were ideally suited to the TV format they became best known for.**

Although the main characters were Gomez and Morticia, Pugsley became a hero in his own right. In a wizened nutshell, he's a small, fat unpleasant chap with beady eyes and a nasty facial expression. Pugsley has been revamped for both a brand new cartoon series and this here Super Nintendo cart. He's lost weight and dyed his hair blond. In the Hunt, you have to search the Addams household for all kinds of valuable goodies, enlisting the aid of other family members as and when you can.

Pugsley's Scavenger Hunt is a simple platform game, with super fast scrolling and lots of evil baddies to vanquish. Nothing new here but originality aside, is it any good?

*Through a crystal ball you walk, thanks to the efforts of twisted old Granny Addams.*

## SWITCH RELATED FUN AND FROLICS

**As with the original Addams Family game, the main gameplay device in Pugsley's Scavenger Hunt two is the legendary switch box. OK, so it's not strictly legendary but it might be one day.**

**The switches are boxes, more than a little similar to those found in Super Mario World. Butting a switch with your rather hard (not to mention ugly) head affects various portions of the level. It may open a door, it may create a bridge or it might even destroy an obstacle.**

**Chain reactions often happen and you may have to hit several switches to undo any damage you have done. This business adds a valuable element of strategy to the proceedings and makes for extra depth.**

**Standing around trying to figure out switch combinations is a very good way to get yourself killed, but sometimes the only way to progress!**

# LEY'S
# ER HUNT

OFFICIAL REVIEW 15

*The Addams House is creepy, ooky and noisy. Some of the doorways lead into a nightmare word of slime and horror.*

## TV TRAUMA

Pugsley's Scavenger Hunt is based on the American Addams Family cartoon show. However, the characters have been slightly reworked to appeal to a younger audience.

It's not quite as dark and foreboding as the original TV series, in fact everything is bright and jolly. We've had a sneak preview of the series and it's a right old laugh.

You should be able to watch it on Saturday morning telly a little before Christmas. Pugsley has been changed the most, even his hair colour is different. He now resembles a sort of inflated Bart Simpson and has a personality. The original Pugsley just stood around scoffing cakes and looking miserable.

*Pugsley's Scavenger Hunt isn't a direct sequel to Addams Family. Sure, it borrows a lot of style and most of the characters, but it's based on an American cartoon series rather than the movie.*

*The hero of the piece is Pugsley and he has to be one of the ugliest sprites of all time. He's also very greedy, just leave him standing for a moment and watch him scoff a sandwich. Having said that, he's strangely agile for such a fat chap. The game plays differently to the original Addams, largely thanks to the addition of an acceleration button.*

*Hold this down and Pugsley will rush around at high speed. The first game featured loads of arcade style play, with just a hint of puzzle and strategy. This theme has been enhanced and expanded for the second game and it's a lot more difficult. The graphics too have been totally reworked and, as you can see from the screenshots, they're more than a bit special.*

*Pugsley is brilliant fun all the way through and fairly difficult to complete. Nice one Ocean, but zilch out of ten for originality.*

| | | |
|---|---|---|
| **GRAPHICS** | The most detailed sprites and backdrops yet seen on a Super NES. | 92 |
| **SONICS** | Slightly remixed versions of the original Addams themes, but neat FX. | 84 |
| **LIFE SPAN** | Nice and hard but not quite as large as the first Addams game. | 86 |
| **GAMEPLAY** | Addictive, enjoyable and almost faultless – faster than the original. | 89 |
| **OVERALL** | | 88% |

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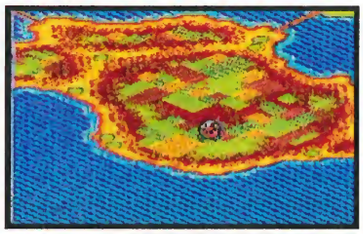
# EQUI

**PUBLISHER**
SONY IMAGESOFT

**SIZE**
8mb

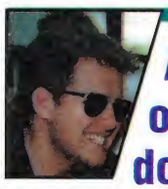
**No. PLAYERS**
1 or 2

**PRICE**
£39.99



*The map screen rotates in slick and glorious mode seven. One problem though, when you do rotate it, you'll completely lose your bearings.*

*Simple puzzles like this are typical of the first level. Simply climb to the top of the platforms and collect the valuable token.*



**A trip back in time to the days of Knight Lore and Alien 8, but does the magical gameplay of these ancient classics still hold good today? Read on and find out.** ***FRANK***

**If you have been following the world of 8 bit NES gaming, you may have heard of a game called Solstice. This must rank as one of the best Nintendo games of all time. It's not surprising, therefore, that the creators wanted to produce a sequel. There is, however, an element of surprise in the fact that the sequel has appeared first on the 16 bit Super Nintendo.**

Equinox, subtitled Solstice 2, begins where the last game left off. If you are unfamiliar with the first game, then let me give you some idea. Solstice was an isometric arcade adventure with elements of shoot em 'up, platform game and RPG. Equinox follows much the same lines.

The isometric perspective may be unfamiliar to Super Nintendo owners, but it was first used (at least as far as video games are concerned) on an arcade machine called Zaxxon. Later, Ultimate (now known as Rare) shocked the gaming world with the Spectrum version of Knight Lore. In terms of style and gameplay, Equinox is uncannily similar.

## IN DAYS OF OLDE

This isometric perspective can make it difficult to see exactly what is going on and certain jumps require almost supernatural depth perception. But when you get used to it, these graphics become a very important part of the gameplay.

The task is a simple one. Visit each island in a magical kingdom and collect twelve tokens. Successful completion of this task enables progression to the next island and so on. The final confrontation occurs when you have collected every token and you must fight the evil Dollop (I know, .it's a rubbish name for a demon).

The platform/puzzle elements are broken up by some spectacular fight sequences and some ultra smooth mode seven malarkey.

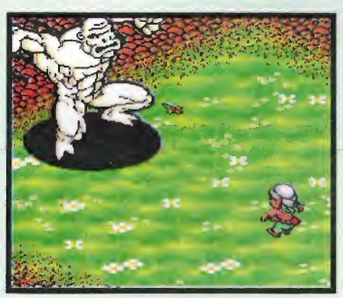
There's lots of new (ish) ideas, plenty of action and some rather unusual graphics, but how does it all hang together?

## PICK UP A TOKEN POTION

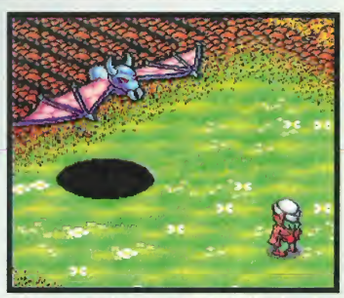
**Collecting a token is the only way to keep a running total of the number of tokens you have collected so far. Twelve are needed to escape to the next level, so keep your wits about you.**

**The scroll lying innocently at the top of these pillars will endow the owner with a devastating magic spell. Some spells can be used to kill baddies, but this one restores lost energy at the press of a button. Magic power can be restored by collecting green potions. Hurrah!**

## SURFACE MOUNTED HORRORS



**This is an ogre. These guys leap up and down in the air and you have to shoot them in the gob to kill them.**

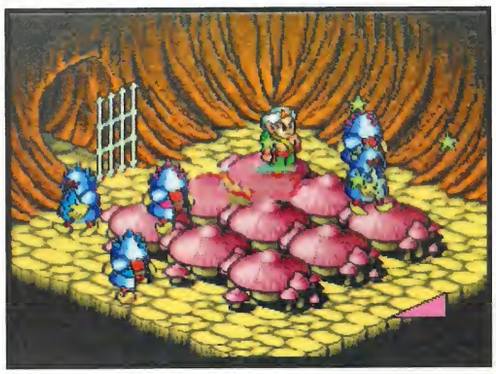


**Vampire bats are easy to kill, shoot them in the face as they dive towards you, but get out of the way and fast.**

# NOX

## TOO TRICKY

There are a couple of tricks to learn when you are playing Equinox, but accurate jumping is the most important skill to possess. The main character sprite can walk to the very edge of a platform, seemingly floating there. Use this facility to jump as far as possible. You can change direction in mid-air, but this takes time to master and you can only move at right angles. Look everywhere for clues and assistance. Push every block, but remember that some are easier to move than others. Try searching perimeter walls, as you never know where those secret entrances may be.



*The soldiers strolling around this crop of giant (and presumably magic) mushrooms have to be killed before you can escape from this world. When the last one dies, he may reveal a key, a potion, or better still, a token. Sometimes this mass slaughter simply opens a door.*

*The white key lying on top of the log will open a door somewhere else in the dungeon. The keys are colour coded to avoid confusion and obviously the white key will unlock a white door. Some of these keys may be red herrings though, so be extra careful.*

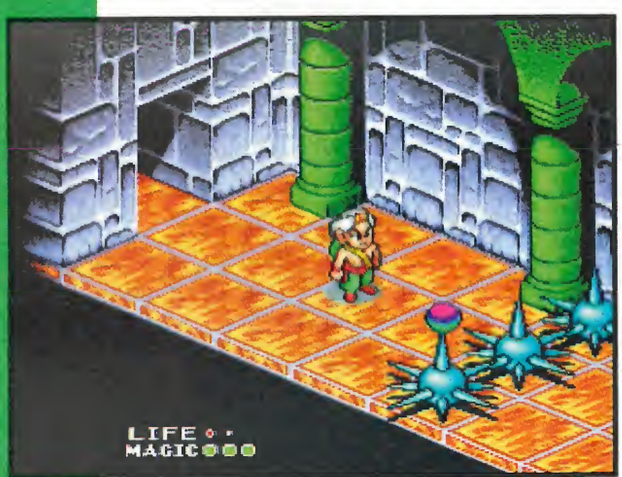
*This is something of a departure for a Super Nintendo game and the less than frantic pace may come as something of a surprise to old fashioned arcade fans. Don't be put off though, because as it turns out, Equinox is something rather blimmin' special.*

*The isometric 3D may look strange at first, but not only is it pretty, it is also an extremely functional home for one of the best looking sprites in gaming history. The little fellow looks like the Prince out of Prince of Persia, only cuter.*

*He is also uncannily well animated, with fluid, realistic movement. The mode seven used on the surface world can be confusing and navigating the island is sometimes a real nightmare. Map making skills would be very useful during this game.*

*It can be hard, but never frustratingly so. The music deserves a mention and, at times, it's almost too good with some almost unbelievably spooky tunes. It's almost worth getting killed just to hear the end of game music. There are some well sampled noises describing the movements of both living and inanimate objects. This is excellent. Huge in scope and brilliantly playable. A real star.*

A vampire bat ends its days in a gigantic and satisfying explosion. If only they were all this easy to kill.




| | |
|---|---|
| GRAPHICS | 90 |
| Gorgeous colours, detailed backgrounds and smooth sprites. | |
| SONICS | 93 |
| Some haunting melodies and superb sound effects. | |
| LIFE SPAN | 92 |
| An absolutely massive quest that can get very, very difficult. | |
| GAMEPLAY | 89 |
| Fluid gameplay and an awesomely addictive platform quest. | |
| OVERALL | 91% |

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REVIEW ● IMPORT

**PUBLISHER**
KOMAMI
**SIZE**
8mb
**No. PLAYERS**
1 or 2
**PRICE**
£59

# BATM
# RETU

**It's just possible that this could be the most faithful, accurate and utterly playable movie licence ever made.** ***FRANK***

*There are plenty of goons to do battle with as you scroll through the game and the tall man is one of the nastiest you'll come across. The trouble is – he just keeps coming back for more.*

**Another dark night looms over Gotham. Violence and despair hang over the city like a squall of evil. Something is pushing the low life criminals in a new direction. The chaos is now being organised.**

Could it be the Mob? Or perhaps some crooked government agency? No. The reality is even more frightening. Gotham City has a brand new monster.

Exactly 33 years ago, a boy child was born to the fabulously wealthy Cobblepots. By now, this boy should have matured into a very important and wealthy young man, but these privileges were never to be. The Cobblepot child was born a mutated freak and abandoned at birth. Cast into the city sewers and left to float to a freezing death, he survived. He floated to the city zoo and into the care of the Emperor Penguins.

Bizarre? Not as bizarre as the events that look set to bring Gotham City to its knees.

Max Schreck, a crooked businessman, has found the Penguin child, now an utterly insane adult. Schreck has promised to make the Penguin mayor, in order to ensure his own plans for the city go ahead without any irksome snags.

The city is buzzing with rumours about a mysterious (and massively sexy) vigilante.

This black leather-clad babe has been kicking in heads and breaking hearts all over town. Insanity, it seems, is the order of the day.

Who can stop this madness? Who can bring justice to the lawlessness of the night?

One man. The Batman. There's a dark knight over Gotham.

## TO THE BATMOBILE

**Section Five puts you in charge of the awesome Batmobile as you race against time to stop the Penguin once and for all. This crazy driving section is fast and smooth yet completely wasted. A lot more should have been done with it– it's difficult to criticise this game but this section isn't nearly big enough.**

## KERBLAMM!

**The most amazing move is the cape sweep. Press jump and fire at the same time and Batman will spin around, cape outstretched, and knock down any bad guys in sight. Sadly though, this stunning move saps Batman's energy at an alarming rate. This technique is for emergency use only.**

# MAN
# RNS

*The Penguin showers you with umbrellas, avoid these as best you can and use your test tubes (smart bombs) to defeat him. Then try to rescue the Ice Princess – an impossible task?*

## POW!

Baddies can be easily picked up and thrown. To do this, simply approach a villain without striking and you will pick him up by the throat. If you press fire, you will slam him into the ground. If you press fire and push up, you will throw him against the wall. If you press fire and push down, you will head butt him. Nice.

*Batman does a very fast and very powerful punch. He can loose these off with incredible speed and they are best used in close quarters. Punching rapidly is the single most powerful move in the game.*

## SHE WOMAN CAT TYPE THING

*Question;* 'What do you get if you take one of the most perfect bodies ever seen and wrap it up in some black bin liners?'

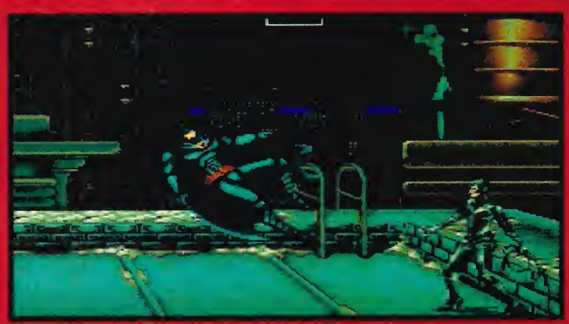
*Answer;* 'Catwoman.'

She's one of the most popular of Batman's foes and quite blimmin' right. She's a babe, she's a super-babe, she's a bat-babe.

You will encounter Catwoman quite a few times during the game and far from the romantic liaison you might have in mind, you are quite likely to get a complete kicking. She is a very tough little kitty indeed.

Your first battle will be on the snow covered rooftops of Gotham City and here you will get your first taste of her skills.

Avoid the whip, avoid her sudden turn of speed and avoid falling on your bum. Take a hint from Super Action and use the grappling hook. She won't land a single blow.



## TO THE BAT CAVE

You wouldn't be a proper masked vigilante without a belt packed full of goodies. The Batman comes very well equipped. For a start, he has Bat-a-rangs, which are very hard, very sharp bat shaped boomerangs. Baddies respond in a very amicable fashion when struck by one of these and fall to the floor almost immediately.

Some stages require the sole use of the Bat-a-rang, with punches and kicks being disabled. Equally, certain stages require the use of another device, the grappling hook. This can be fired from a gun and used to swing from ceilings. It is easy to get to grips with and helps our hero cross otherwise untraversable chasms.

*Absolutely unbelievable. Konami can do no wrong. Batman Returns takes all the best moments from the movie and transforms them into a staggering beat 'em up. The graphics are beautiful. The snow covered streets of Gotham have been recreated perfectly and the main sprite is a joy to behold. The bad guys are just as well animated.*

*Just wait until you see Catwoman. The music has been taken straight from the movie and, as a result, this is one of the best scores you'll hear on the Super NES. The animated intro screens are gorgeous, the gameplay faultless and the challenge massive.*

*Be sensible, choose hard level and three lives. You'll have a long lasting and brilliant game. A true classic – it, ahem, wees on Final Fight from a great height.*

| | |
|---|---|
| **GRAPHICS** | 91 |
| Superb backgrounds and stunning sprites, a real looker. | |
| **SONICS** | 92 |
| Almost identical to the fabulous movie soundtrack. | |
| **LIFE SPAN** | 89 |
| Not only is it hard to finish, it's worth doing again and again. | |
| **GAMEPLAY** | 92 |
| Fast action and plenty of it, with lots of variety too. | |
| **OVERALL** | 91% |

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Chase out the rival assault suits and laugh your head off when you blow them up and blokes scarper for there lives.

**PUBLISHER**
Konami
**SIZE**
8mb
**No. PLAYERS**
1
**PRICE**
£44.99

As soon as you enter the first battle area you come under attack – after this though you can gingerly nip about and use the map to avoid trouble.

**I thought it would take quite a bit of effort to have me harbouring the belief that I'm a 15 ton robot hulking around in outer space, but Cybernator has just about managed to pull it off.** ***SIMON***

**You are Jake, a Space Marine of the highest order. You have been sectioned to the Assault Suits in order to eradicate the baddies who are trying to steal Earth's minerals and you are given a nifty piece of hardware to help you along.**

The assault suits are massive, offensive exo-skeletons that intensify all your actions. They can withstand large amounts of damage and they can give as good as they get. Powered initially with a self recharging Vulcan photon gun and a punch that makes Robocop look like a featherweight they can also fly and dash – after a fashion.

After you have clambered into your Assault Suit you are by no means invincible but nonetheless pretty secure. There is a video comm link which gives you updates from your mother ship regarding your mission, reconnaissance and your status.

## SUITS YOU

The sprites for the suits are large and cumbersome though this is dressed up as a trait of the actual assault suit as opposed to programming. They lumber about the screen delivering a very convincing impression of great and dangerous weight. You can fly, though the nature of the flight depends upon the atmospheric conditions in which it is attempted. In regular gravity you can jump holding down the B button and if you keep this pressed it activates your jet pack.

This lasts for a few seconds at a time and then quits out due to overheating so that you are performing floating hops rather than graceful flight. In areas of no gravity the jet pack is exchanged for a booster that hurtles you from left to right. This changes the responsiveness of the controls and when it's removed, for more direct contact, you have to float. The floating suit is very well portrayed with moves on the crosspad being reflected on screen and the enormous mass creating a momentum so that you have to allow for drifting into enemy fire.

The dash facility, like the jet pack and the Vulcan, is a temporary self-recharging item. Press the A button and you will slide along the floor causing untold damage. It is a handy little gadget that whips you out of trouble when you find yourself inadvertently looking down the barrel of a molecule readjuster or the like. The biggest showstopper of Cybernator despite the great gameplay and the fantastic sonics has got to be the graphics.

The detail and realism are yet again a showcase for the Super Nintendo's superior graphics. I would say that the colour palette is used to the full were it not for the fact that it is virtually impossible to do that. The use of mode seven in explosions is not for the weak hearted, with them crashing smoothly out of the screen in a cacophony of light and sound. The second level starts with you screaming along left to right, flying past huge, screen filling asteroids with your progress being hindered by satellites and other assault suits.

Eventually you'll face the end of level guardian that takes both you and Jake by surprise.

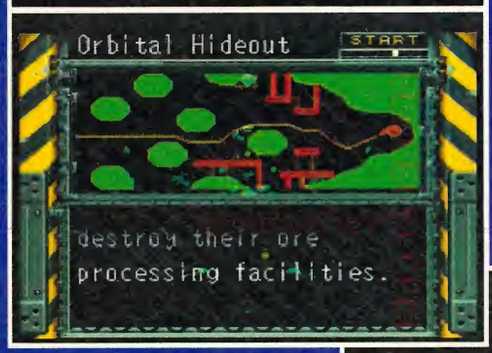
CY

## GUNNING FOR GLORY

On the first level you are often confronted by ceiling mounted guns, check out the position in the map _ get in fast with guns blazing and wipe them out.

Of course there often comes a time in a Space Marine's life when the most important thing to do is think of the safety of you ass and get it the hell out of there.

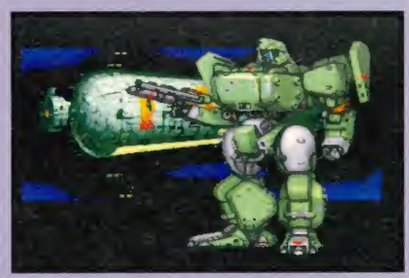
After the flight you bounce through an outer space buiding sight – keep your eyes peeled for power ups and follow the map. There's a nasty surprise waiting for you.



The second level begins with you screaming through an asteroid feild coming under ttack from all sides. Keep your head down and your throttle open and try to make it out alive.

## HOW BRAVE?

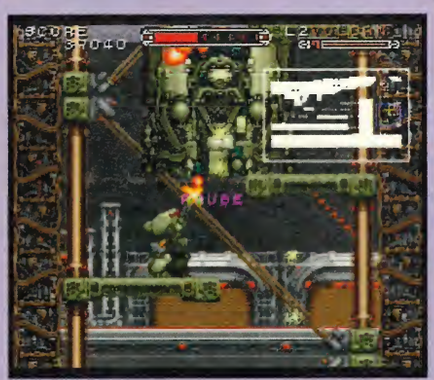
The Space Marines aren't exactly a fly by jnight outfit, they are fully equipped with the latest in communcations technology. As well as those salts of the earth – brave lads and lasses who will risk all...



...hang on it's not exactly the bravest thing in the world to sit in a satellite or to traipse about in a suit the size of Big Ben. I could do that...listen mate you should try going to a City match.

# BERNATOR

## ENGINE CHAOS




At the end of the first level you come across the engine of the enemy ship being lifted into its bowels. If it makes it then you are dead meat – blast it as much as you can and avoid the hassle that the moving guns give you. Your life depends on it.

*This is one of the best shoot 'em ups I've seen in a long time and I'm sure that the people who brought us Robocop are going out their minds because this manages to do everything it didn't.*

*It's got good gameplay, with progression weighing in nicely with the length of time you play. The graphics are excellent and add to the game – although at the start of section two keep your eyes peeled or you'll lose sight of the main sprite due to the confusing background.*

*There is incredible attention to detail and the presentation is so professional that you don't feel daft as a 15 ton lump of metal – you just feel more macho (sorry girls). Konami's track record is exemplary and will remain so thanks to this release and yet again I have been given the opportunity to gush and wibble about how happy I am with a game. The Super Nintendo, don't you just love it?*

| | | |
|---|---|---|
| **GRAPHICS** | The explosions and the weighty suit are very realistic. | 93 |
| **SONICS** | There isn't very much going on in this department – put a CD on. | 84 |
| **LIFE SPAN** | Shoot 'em ups aren't renowed for depth – but this isn't half bad. | 82 |
| **GAMEPLAY** | Fun, fun, fun. It's realistic, entertaining and must be bought. | 90 |
| **OVERALL** | | 91% |

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*Check it out – there's a truck in front, one has just past me on the right (it's in my rear view mirror) and I'm travelling at 120 kmh on a two lane bridge – I was bound to crash.*

## POLICEMAN

**This guy is the law and you are heading for a ticket. You've been caught and valuable time is ticking away. If ever you are unfortunate enough to get pulled over, slam on the anchors – if you drive into the back of a policemobile then it's 'Game over man'.**

# TEST DRIVE II
# THE DUEL

**I can't drive for toffee, I can't drive for anything actually – so how come I spent the weekend speeding through deserts in some of the fastest production cars in the world? Because I've been playing Test Drive, that's how.** ***SIMON***

**A Porsche 959, a Lambourghini Diablo and a Ferrari F40 – it might sound like an Arab monarch's shopping list but in fact it's the choice of cars you are given in Test Drive II – The Duel.**

The Duel refers to the fact that you are racing out along the highway against one of the above cars, it's just you and the computer, the phantom driver, as well as the occasional speed cop. The scam is, it's the weekend, you fancy a road trip so you nip out to the garage, pick up the car of your choice, decide on your route and hit the road. Once you're out there you pick up a tail – whichever car you choose and away you go. A race against the clock is a further option.

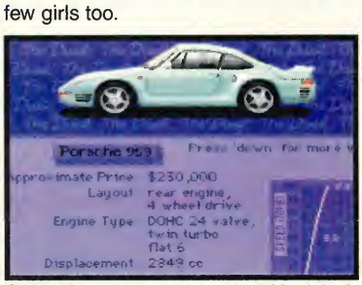
## CAR TROUBLE

There are lots of variables; three cars, four tracks, five gears (six with the Porsche) or automatic. And there are lots of different obstacles, from sharp bends and chicanes to Sunday drivers and reckless truckers.

There are also a host of sound effects, such as the racing engine roaring and screaming with the rapid gear changes. Skids, police sirens and also the odd 'Woah' samples when you take off and lose contact with the tarmac can also be heard. At the end of the game you are told 'Game over man' and when you out-run the police you are given a 'Yeah'.

All that might not sound like much but these little touches add credibility to the game as well as giving indications of the state of play. That is are you screeching down a rain swept highway out of control or are you merely toying with the elements due to your inimitable driving skills?

It's fast, it's furious and, let's face facts here – it's every red blooded young lad's fantasy to hurtle about in a fast car. And, judging by the way Lisa drives her beetle, it's the fantasy of a few girls too.




*$230, 000 – that's a bit steep for a bit of tin, it does look pretty sexy all the same.*

*There isn't a lot I can say in this game's favour – apart of course from the fact that I enjoyed it a great deal. I'll be keeping the copy for my own collection. The graphics are very bland and not wildly realistic, the handling of the car is not what you'd call show stopping, and you have to be very cool on the steering wheel or you whizz out and slide down the road sideways. There is very little in the way of competition as the other driver employs a lot more caution than you'd think plausible in such powerful and tempting cars.*

*The inclusion of traffic cops is a nice feature and adds a little more tension to the game but again they are very easy to out run – just so long as you don't total your car. Test Drive II is a good laugh that I found quite addictive – I just don't know why.*

**GRAPHICS** 73
Colourful and quite fast but nothing more than proficient.

**SONICS** 80
Some nice voice samples and realistic engine noises.

**LIFE SPAN** 76
Lower than it could be thanks to no two player option.

**GAMEPLAY** 91
Almost inexplicably good, I couldn't stop playing it.

**OVERALL 79%**

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# BOB

**PUBLISHER**
ELECTRONIC ARTS
**SIZE**
8mb
**No. PLAYERS**
1 or 2
**PRICE**
£44.99

**Lots of platforms, lots of hardware and lots of frantic fun, but where's all the originality gone to? With this much action though, who cares?** ***FRANK***

**There will come a time in the future when mankind will need a new type of hero. Fearless, resourceful, athletic and, most of all, charismatic. Enter Bob. Admittedly, it's not the kind of name that inspires you with confidence. I mean, if you're going to have a hero, he might as well have some kind of awesome handle, such as Dirk, or Gorvak. Anything but Bob really.**

Apart from his obvious lack of real stage presence, Bob is a fairly formidable fellow. He's roughly six feet tall, weighs around six hundred pounds and is a rather attractive shade of blue. Bob, as you may have guessed, is not entirely human.

## HUGE TELESCOPE!

He's a cybernetic assault machine – the latest in robotic technology, assembled from the newest plastics and super-alloys. Bob is one hell of a guy. He also has a tremendous set of peepers. They're the biggest, baddest set of eyeballs ever to grace a screen.

All is not well in the Universe, however. Strange things are afoot in the Milky Way. An alien invasion is well under way and only Bob can stop it. With skill, courage and some of the gnarliest weapons ever designed, Bob is going to kick ass.

It took a while to pinpoint the alien headquarters. As we all know, aliens are filthy, twisted, degenerate space-scum and very good at hiding. A bit of research, some clever astrophysics and a blimmin' huge telescope soon pinpointed their location – a vast asteroid, floating quietly in the Crab Nebula. So, Bob pops off into his space cruiser and blasts off for the battle of a lifetime.

There now begins an exceptionally slimy platform romp with more than a hint of frantic blasting action. There are plenty of weapons, plenty of platforms and plenty of virulent alien scum. And that's not all. There are extra weapons, power ups, hidden goodies – the lot. So what are you waiting for? Go save the Universe.

## MOVE IT!

**On his trek through the bowels of a gigantic asteroid, Bob comes across a few signs of intelligent life. Some, like these moving platforms are more trouble than you think. Timing your landing on a fast floating platform could make the difference between life and death.**

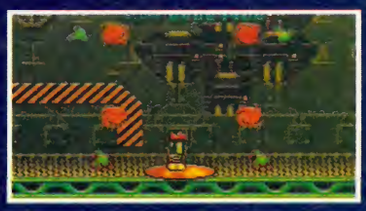
*This overview of the asteroid's surface shows just a tiny fraction of the play area giving some idea of the scale of the challenge.*

## HIGH ENERGY!

**Bob's only real weakness lies in his complete inability to absorb gunfire and collisions. His energy levels can drop at a most alarming rate and when they reach zero, it's curtains. Handy doorways however, when entered, can top up Bob's energy levels to full. Hurrah!**

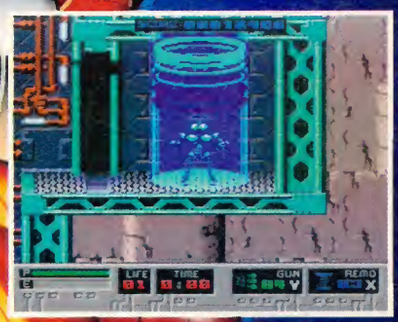
## CLIFFHANGER

**The platform puzzles in Bob are the good old fashioned kind. Pixel perfect jumping is just one of the many requirements. The platforms displayed above are typical of the hazards you will encounter.**

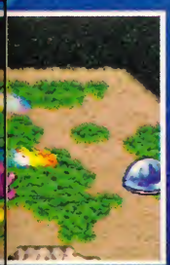


## MISSILES

Easily the most powerful of weapons, missiles head straight for their target with uncanny accuracy. They are quite rare and you would have to be a very lucky cyborg to come across them. Best used on end of level nasties.



*Bob beams down onto a danger infested rock. Star Trek was never as spectacular as this. Amazing what you can do with colour layering isn't it?*



## RAD MOBILE

This is the Bob-mobile. Faster than a speeding bullet, more comfortable than a big easy chair and easily the most tasteless object in the whole Universe. Yuk. Use it to travel from level to level.

## HANG TEN

Electrified floors and pools of acid are a fairly common sight in the depths of the asteroid. Some seem impassable at first, but check the ceiling. Nine times out of ten, you'll find this handy rail to swing across on.

*Let's just get one thing straight. Bob is about as original as a knock-knock joke. Nothing in Bob, except perhaps the graphic style, is new or exciting.*

*We've seen platform games before, we've also seen shoot 'em ups and combining the two genres is hardly a revolutionary idea. Bob is full of old ideas and cynics might well protest. What it lacks in originality however, it more than makes up for in style, flair and good old playability.*

*The graphics throughout are excellent. The Bob sprite is wonderfully animated and the facial expressions he makes are the funniest thing in the whole world, ever. OK then, they're vaguely amusing. The aliens are really smart. They vary in size and shape but they all have one thing in common.*

*When they go, they go in style. Some explode in a splatter of slime, some vanish in a ball of flame and others simply fade into the ether. The extra weapons add an element of strategy to the game. You have to choose the right tools for your jobs – the wrong weapon could spell tragedy. The music is groovy and unimposing.*

*The sound effects are also great, with explosions and weird, alien noises. Bob is good old fashioned fun. No mess, no fuss, no problems. Huge in scope, fabulously designed, you just can't afford to be without it.*

| | |
|---|---|
| **GRAPHICS** | **90** |
| Fluid animation and gorgeous backdrops are a joy to behold. | |
| **SONICS** | **85** |
| Weird music is backed up with brilliant sound effects. | |
| **LIFE SPAN** | **91** |
| A massive, sprawling challenge with plenty of action. | |
| **GAMEPLAY** | **90** |
| Slick, responsive controls make this game a super dream treat. | |
| **OVERALL** | **90%** |

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Blast the helicopter from the rooftop, and stop The Terminator

Flee from the rampant Arnie as he chases you through the streets of LA. You have to rescue Sarah Connor or mankind will die

**PUBLISHER**
Mindscape

**SIZE**
4mb

**No. PLAYERS**
1

**PRICE**
£44.99

**He's the man that video games were made for – the ultimate in futuristic, post apocalyptic hardware. He's built like a tin shed and speaks with a Austrian accent. He's the Terminator.** ***SIMON***

# TERM

**In the latest release from Mindscape pits you against not one, not two but bloody loads of Terminators. The year is 2021 and man has entered the clichéd world of post apocalyptic Earth. Human life is staring annihilation in the face.**

Genetic, metallic robots are on the rampage and have gained the upper hand. It's looking grim, and to top it off the bins haven't been collected for weeks. Only time will tell what the outcome will be. I've got my money on Metal Mickey's mutant mates.

You have to race through Los Angeles 2021 dodging the constant volley of laser blasts that dogs your tracks, then travel backwards in time to change the course of history. Why does it always happen that future heroes have to dabble with time travel? Buck Rogers, Jim Kirk and that guy in Quantum Leap all got into it and none seem to enjoy it. And how come Jim Kirk is never fashionable no matter what year it is?

## JAMMY DODGERS

The first level is set in the God-forsaken streets of Los Angeles. Terminators are pouring from every conceivable vantage point. They're all gunning for you and they're all good

## POWER UPS

**The first Aid box restores your health and so you should always keep an eye out for these to progress**

**Collect the G icon to give you grenades. These are the only way you can destroy the Terminators that crawl**

**The R boosts your weapon, the more of these you collect the more rounds per minute you can fire**

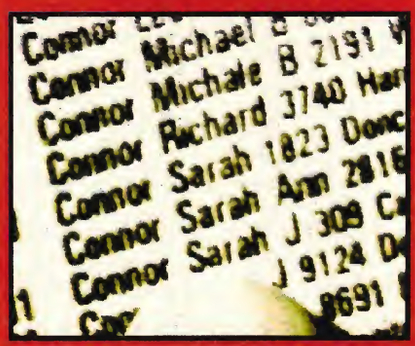
**The S gives heat seeking missiles that hit the target whether you aim or not. Use them at the end of the level**

At the end of the first level you find a jeep...

get inside, don't bomb it – this is your transport...

as you fight of the Terminator aircraft...

keep your head down and just keep blasting




*Tension mounts as the tinman lets his fingers do the walking*

# INATOR

shots. With a combination of skilful dodging, artful leaping and utter jam you should progress, picking up power ups along the way.

The Terminators come in various guises and can transform so be aware of the adage "if it moves shoot it...and if it doesn't move shoot it anyway".

The tinheads are blasé about safety. They wander towards you like Mormon mannequins (often in twos and always smiling).

After completing the first levels you are thrown right back to 1984.

This section is about shooting gangsters and low life hoods dotted about LA's roof tops. Though the big problem is going from left to right. If there is no ledge you have to leap from rickety ladder to rickety ladder. It takes while before you can move through this level with any speed because you are constantly aware that one slip will return you to the beginning right away.

The last level takes a different approach. You are now in control of a transit van, that is closely pursued by Terminator in a Police car. The screen scrolls down and cars hurtle towards you while the car behind is desperately trying to blast your gasket off. Keep out of the way of the other traffic and keep shooting at Terminator or you'll soon disappear in a plume of smoke and flames.

## TAKE AIM...

Use the heat seeking missiles when you come across the second end of level baddie. You can collect 15 of these earlier in the round

Once these have run out then keep jumping up and firing constantly – it's only the shots that hit the head that have any real impact

*The Terminator is still seen as one of the best low budget adventure thrillers ever made. It has tension, suspense and lots of gunfire. This game is much the same except it hasn't got much suspense or tension. It kept me occupied for a while but only because I was desperate to progress.*

*It isn't a visual feast, in order to create tension it's very dark. The fact that you return to the beginning after you have died – just like in all the other games it happens in is the most frustrating thing you'll come across for a while.*

*Sound wise there are not too many innovations here although we all recognised the sample of the bloke hitting a metal wire that is used for your weapon – they've been using that sample since it first reared up in Star Wars. This is a fun shootie but it has to many failings such as being too dark and having repetitive gameplay.*

*The tie in isn't that close but this doesn't detract too much, not a bad game for an addict but if you consider yourself a selective collector then give it a miss.*

| | |
|---|---|
| **GRAPHICS** The graphics are the darkest I've seen – not a good thing. | 69 |
| **SONICS** Nothing stunning but suitable shooty samples. | 75 |
| **LIFE SPAN** The level of difficulty will mean that you'll have to keep returning. | 84 |
| **GAMEPLAY** Quite addictive but it doesn't make a meal of the film tie-in. | 85 |
| **OVERALL** | 82% |

**Cruising through the desert holds little enjoyment for the average guy. Mindscape have hurled you through time to make it an experience worth sawing an inch off that trusty shotgun.** ***STEVE***

**PUBLISHER**
MINDSCAPE
**SIZE**
8Mb
**No. PLAYERS**
One
**PRICE**
£39.99

# OU

**I suppose you will forgive me for desperately trying to link this game with the Mad Max movies. It would be true to say that this game gives off more than a passing resemblance to the cult Australian desert affairs that we all enjoyed about ten years ago. That is, all except the one with Tina Turner in it.**

These pop stars, I don't know. Give them a microphone and they think they can sing. Give them a stage and they automatically start acting, good or otherwise.

You play a bloke who has drive from town to town living on his wits and what he can find littered around the landscape.

This mainly consists of food, weapons and yet more weapons to attach to yourself and the car. The car, which bears an uncanny resemblance to a Ford Capri, is your life.

## PARALLEL PARKING

So what has all this got to do with the game? What exactly do you do in this little chapter of driving history?

Put simply, you drive the roads of Hell. The roads not only possess loads of barricades but also the odd marauding gang bent on driving you off the road by various means including bombs, darts and anything to hand. The gang formations and attack methods are pretty realistic, you do seem to feel a sense of intelligence in their motives.

Managing to evade or at least wipe out the motorbike collective is only half the battle, as once you reach the target township the scene quickly changes.

From the standard driving view, the action now transforms to the more conventional side-on beat 'em up perspective.

This part of the game is probably the most important of all with the aim to traverse the town picking up what you can to survive or thrive. There are several inhabitants to the towns, and they are not happy at all to see you so they have a few ways to deal with you.

Firstly, they simply shoot you. Secondly, they kick the hell out of your hide. Defending yourself relies on the old loaded hand gun or the power of the fist.

The latter relies on your timing and current position, the best being the crouch.

*Here is an important map all rolled up and ready to use. The landscape reflects closely the state of affairs on the highways, they being sand, scrub and more sand to traverse.*

*That rather large rear view mirror has an important purpose in life, to alert you to the nasty people on motorbikes trying to kill you.*

*When all the armour plating finally gives up the ghost, there is always your hand.*

*Each town you stop at invites you in for some good old fashioned hospitality. Don't forget your toothbrush and the automatic weapon.*

## WHALE FIN SPOILERS

**To assist and retain your grip on this dusty world you now inhabit there are several power ups and weapons to collect. Since all items to be collected can only be done in the beat 'em up stage, to pick them up you merely crouch down.**

### ARMOUR

**Both body and car armour can be obtained, allowing greater resistance to plenty of shots and collisions.**

### NITRO

**To be quite honest this didn't seem to effect the car performance that much. However it is supposed to increase top-end speed and acceleration.**

### CAR AMMUNITION

**The only efficient way of wiping out the road gangs is to gun them down. The hand weapon is confined to side shooting so something with a bit of presence is needed aiming forward. The rapid fire machine gun provided, however, is a bit thirsty on the old bullets. Another rather important fact to point out is the range of this weapon – it's rather random, I'm afraid.**

### AMMUNITION

**During all stages of the game a close proximity advantage is necessary. The sawn off shot gun can be used for side shooting while driving or during the beat 'em up stage.**

### GAS

**Or petrol, as it is more affectionately known amongst us Brits. Without this, the car goes nowhere. Going nowhere means the obvious short game for all.**

### FOOD

**The energy graph depletes when you are hit, shot or other things. To replenish take the food but watch out for the contaminated stuff.**

### SAMS

**Later stages involve the Gyrocopters. These airborne beasties are better at dropping bombs than the road users so some ground to air defence is required.**

# TLANDER

## DEMON TWEAKS

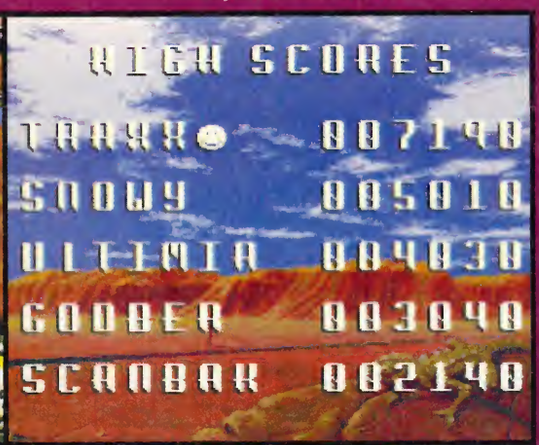
Searching for vital supplies has perils only too apparent. The marauding red-head seems to like your jacket and boots so maybe you should duck.

You can only climb back into the car after facing the town's inhabitants. Fortunately, power-ups are easy to obtain so maybe it could all be worth it.

Then back to the road, a stronger individual a better car and a few choice shootings now under your belt.

*The roads hide anything from motorcycle gangs to gyro copters. Each driver or pilot hell bent on removing your cherished wheels from the road, taking it apart then making some whacky earrings or something out of it.*

*You can choose to leave the car at any point in the game. It is however only advised in extreme situations as the difficulty of this has to be played to be believed. With little or no warning motorcycles cast chains or throw bombs at you.*



*Watch out for landmines, they remove the polish from the old boots.*

*Don't forget to duck down during combat, it makes things a tad easier.*

*Failure in the game is rewarded by this rather nice picture of ermm... failure.*

*Snake Creek. This may seem an insignificant little town but is in fact the turning point in the game. All food is poison so to progress requires serious skill. Now graphically this game appears nothing much, if anything a bit jerky but the gameplay is fantastic. There is some sadistic pleasure in all this killing,with several ways to do it incorporated within the game. Powering up the car is a must, the SAMs vital in gyrocopter combat and the machine gun essential to road clearance. Very very playable stuff.*

**GRAPHICS** 76
A bit jerky but they do the job.

**SONICS** 75
There isn't much sound in the middle of a desert anyway.

**LIFE SPAN** 80
Apart from the frustrations of Snake Creek, good long term fun.

**GAMEPLAY** 83
An excellent concept and well portrayed on the SNES.

**OVERALL 83%**

# Could this be the most important development in Super Nintendo gaming? We think so. Starfox pushes the Super NES into new frontiers.

**FRANK**

**PUBLISHER**
NINTENDO
**SIZE**
8mb
**No. PLAYERS**
1
**PRICE**
£TBA

**Utopian hopes of a peaceful future were nothing but optimistic dreams. The reality of the 22nd Century is a nightmarish starscape of intergalactic violence. The planet Venom has become the most hated outpost of evil in the Universe. Here, an attack force is being assembled that will bring every planet in the Cosmos to its knees.**

Corneria is the last bastion of free will and it is from here that the last chance for salvation will be launched. Battle plans and strategic research showed that an all-out assault on Venom could only end in failure. The only hope is that a small force can avoid detection and launch a lethal strike on the enemy headquarters.

Without a government, the forces of Venom will collapse and dissipate. Fox McCloud has been chosen to lead this force. His skills and experience as a strike commander are unrivalled. He and a select group of crack pilots will fly small, heavily armed Starfighters deep into enemy space.

## CRACK PILOTS

With judgement and a little luck, they will reach planet Venom to confront the assembled forces of evil.

Simply drinking Carling Black Label, or scoffing three Shredded Wheat, will not be enough. Daring, courage and some very nasty laser weapons are required here.

Venom has been asking for this kind of assault for some years now and it is only right that the blackest planet in the Galaxy should be brought to justice. So begins the first fast action 3D polygon game ever designed for the Super Nintendo. Megadrive fans should be quaking in their shoes. They wouldn't let it lie Vic, they wouldn't let it lie.

## PRACTICE MODE

**If you want to be the best and stand out from the rest, you don't need dedication, you need practice. The Starfox craft is, at best, slippery and, at worst, a real dog to control. It has all the usual problems associated with intergalactic spacecraft and trying to overcome them is all part of the deal.**

**Upon selecting the practice mode you will appear, zooming at high speed, above the surface of Corneria.**

**There are no flying bad guys in sight and the only traffic is the odd, lumbering shapes of industrial robots.**

**You speed across a fairly quiet cityscape with the occasional skyscraper blocking your path.**

**You can soar around at will, getting used to the weight of the ship and the various controls, but the computer gives you some strict manoeuvres to practice.**

**You can zoom through hoops (reminiscent of Pilotwings) or follow the movements of a ghost ship.**

**Practice mode is highly recommended.**

**Jumping straight in at the deep end will inevitably end in tragedy.**







*Hard core Starfox players will soon discover that there's a great deal of fun to be had from performing aerial moves. Doing a barrel roll just as you pass under a hoop is infinitely more enjoyable than doing rudies with Martika. Well, nearly as enjoyable.*

## ASTEROID LAFFS

In several areas of the game, you will come across asteroid fields.
These must be negotiated with care as a collision with a chunk of space rock can be fatal.
What doesn't help is the fact that allen attacks do not let up, even in the nastiest asteroid storm.
The grey asteroids are indestructible and must be avoided at all costs.
The red asteroids are unstable however and a well placed laser blast will destroy them utterly.
Tech fans may be interested to know that the asteroids are scaled sprites, something that is impossible to achieve on Super Nintendo without the aid of Super FX.

# STARFOX

*This asteroid is a bit too close and it looks like your shield is going to take a severe beating. Fly wide and fly loose.*

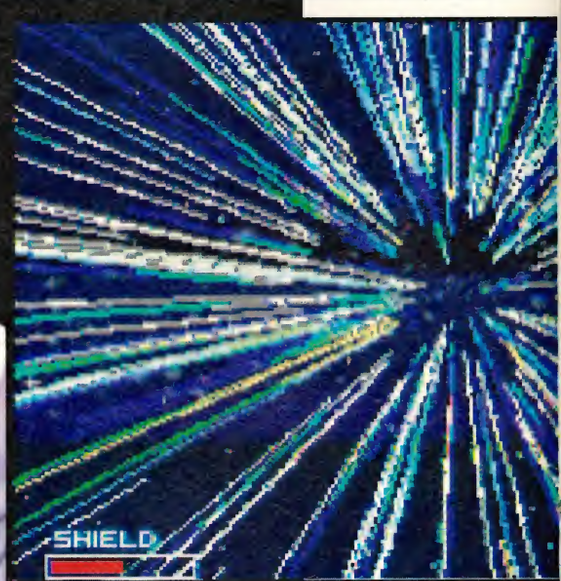
## POLYGON PUZZLE

SUPER FX

How can the Super Nintendo handle all these super-fast polygons? With the aid of the amazing Super FX chip, that's how.
Super FX was developed in Britain by Argonaut and enables the Super NES to achieve graphical performance previously available only on high-end PC machines. Super FX can handle polygons extremely well and Starfox is proof of this. What you may not know however is that it also handles sound samples, speeds up sprites and completely eliminates that annoying slowdown when lots of objects are on screen simultaneously. We can't wait to find out what's coming next.

This rather attractive fellow is none other than the famous Fox McCloud. OK, so he's not awfully famous at the moment, but rest assured, he will be. Fox is the leader of the most feared band of pilots in the Galaxy and his brash, reckless manner has won him many a space battle. Fox is an animal/human hybrid and the result of a genetic experiment. Scientists fused the genes of a fox with those of a man and this was the result. He is now endowed with amazing fox-like abilities, including fleas, a nasty smell and the ability to transmit rabies. He is however very cunning, something foxes are famous for. He'd be very cute too, if it wasn't for the fact that his legs are made of tin. A latter day Douglas Bader perhaps?

*The map screen gives a useful overview of the Solar System. From this screen, you choose the route to planet Venom, deciding on the difficulty of your mission at the same time.*




## CONVERTER

Much confusion surrounds the compatibility (or otherwise) of Starfox imports with British machines. The reason they won't work with most adaptors has nothing to do with any weird security devices. It's simply due to the fact that Starfox uses extra pins, not normally needed on

## SECTOR X

Sector X is possibly a little too difficult for the average player. It pits you against dozens of enemy fighters, high above the planet Corneria. This would be bad enough, but Sector X is also a bit of a Cosmic dumping ground. Steel girders from an abandoned space station litter the area.

Great care must be taken to avoid the floating debris and it is here, more than anywhere else that you must learn to control your speed. Slow down before you approach a girder and then hit the booster, passing through unscathed.

The girders rotate at an alarming speed and cause many spectacular accidents. Later on, they start to move around, floating past you in both vertical and horizontal paths.
This really separates the men from the boys, or foxes, or whatever. Keep calm.

*The wait is over. We've had to endure six months of drooling, constant updates and blurred screenshots. The question is, was it worth it? The answer would have to be "yes". Starfox is simply the best game of its kind, ever.*

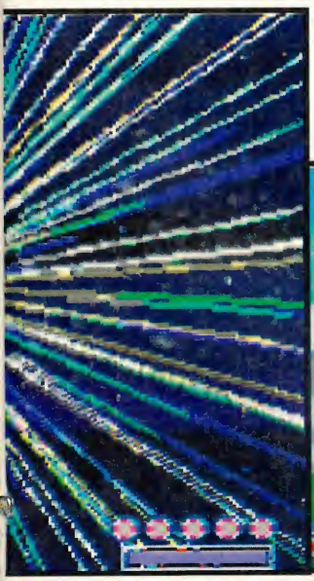
*A first person perspective space blaster with more thrills and frills than any other similar previous release. Every single aspect of the game is revolutionary.*

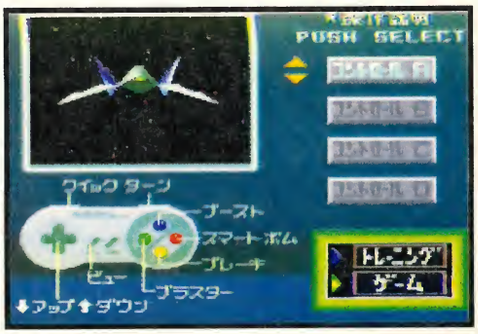
*The graphics, with the assistance of the Super FX chip, are the fastest ever seen outside an arcade. Scaled sprites, fluid polygons, mode seven rotation – they're all here.*

*The music is a fantastic aural tribute to science fiction movies, with thumping orchestral scores and dramatic marches. Nothing has been skimped on. The sampled voices are subtly used and new snatches of speech are heard throughout. The playability has been fine tuned and is absolutely faultless.*

*It's difficult to rate this game without drooling. It's exactly the kind of game I always wanted to play, only a little faster and better than I could have hoped. It defies superlatives and redefines Super Nintendo games.*

*Below, the stars blur and strobe as you blast forward into hyperspace. Time slows down when you travel through hyperspace and if it didn't, you would arrive at planet Venom a little too late to save the Universe. Hyperspace is entered upon the completion of every level.*






*To the left, you see the control option screen. The Starfox spacecraft moves like a plane, down is up and vice versa. You can alter this set up by choosing one of four configurations. You have to be a special kind of stupid to have trouble with the standard method though, so don't say we didn't warn you.*

| | | |
|---|---|---|
| GRAPHICS | Fast, fluid polygons – slowdown is a thing of the past. | 97 |
| SONICS | Brilliant tunes and sound effects matched only by JVC's Star Wars. | 92 |
| LIFE SPAN | Plenty of action throughout and a vast Universe to explore. | 93 |
| GAMEPLAY | Too good to be true. Superb controls and an addictive challenge. | 95 |
| OVERALL | | 96 |

## CONUNDRUM

converters. We know of two devices which will allow you to use import versions, one is from Fire and the other from the brilliantly named Jive Consoles in Loughborough. Jive Consoles can be contacted on: 0509 211335
Fire can be got on: 0302 751428
There, that's that sorted.

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# COO
# WO

**PUBLISHER**
OCEAN
**SIZE**
8Mb
**No. PLAYERS**
One
**PRICE**
£44.99

**Many people said that the plot in Cool World disappeared once Kim Basinger reared her rear. So how does the game fare – is it a technicolour dream machine? SIMON**

**Cool World, the movie, sounded to me like one of the smartest films this century. It starred Gabriel Byrne and Brad Pitt. It used some of the craziest and up to date animation since Roger Rabbit. And it had Kim Basinger in some of the skimpiest clothes since Cleopatra had a bath.**

Nevertheless the film turned out to be no more than a lame excuse for celluloid entertainment – so how on earth would the game fare when it came under my scrutiny?

Taking the main character of Jack Deebs, the cartoonist who has fallen into the the land of his own creation, you have to rush around organising a date with Holli, a sexy creation of yours. This is a tough task – you must avoid the police, dodge bullets and generally try to get yourself out of the mess you're in.

The set up is three way scrolling action that involves collecting flowers, books and the like in order to either bribe people or trade them, while constantly avoiding dangers by dodging, jumping and defending yourself with a crazy extending punch.

In one scene you have to race around Las Vegas armed with a fountain pen, into which you have to suck the 'Doodles'. Thus protecting America's most cartoon-like town from foes who at first glance appear to be innocent residents.

## FRIEND OR FOE?

This isn't Ocean's first dabble into cartoon graphics and as kings of the film licence Cool World is just another of their flirtations with Hollywood. Question is, will it stand out from the crowd or will the game fade into the lively backdrops?

## WORLDS AWAY

**There are seven levels in all but their order of appearance depends mostly upon which items are currently in your possession and which level they are compatible with.**

### COOL WORLD

**First up is Cool World – this comprises the main strip in the cartoon land and various buildings for you to climb and zip around while all the time collecting useful items.**

**It's here that you always start off and where you must organise your date with Holli. Make a note of visiting the Bank, the Pawn Shop, the Slash Club and the Library and keep your eyes open all the time.**

# OL RLD

*If you stand still in Cool World then sooner or later something colourful and nasty will catch up with you and more than likely it will be the Police. They threaten you, take your money and give you hassle. I wouldn't mind but Cool World should be miles away from the Thames Valley Serious Crime Squad. The moral is keep moving and as soon as the bizzies appear make a sharp exit.*

## OCEAN HOTEL

This is Holli's building again, this time you have to get to the top guiding Nails the spider. There are plenty of hazards raining down on you so you'll have to be pretty swift.

## HOTEL ROOFTOP

Once on the roof, battle the goons and then take on Holli's main man Sparks – you'll now be able to save both the real world and Cool World... ah.

## SWEET PLACE

This place is so cutesy it would make Bambi puke. There are bunnies and sweeties everywhere. Avoid the inhabitants and collect the sweets. Call on the Malt Shop and after performing a certain task new treasures will be presented.

## DRIVING SECTION

Take the car from the wolf with fiery halitosis and you'll end up whizzing around in a bumper car jumping gaps in the road and avoiding road hazards.

## LAS VEGAS

Suck the escaped doodles into your pen and nip into the Casino for a bit of R and R gambling. Then grab the doc's attention and move on.

## HOLLI'S BUILDING

This gothic block is found to the left of Cool World. Book a date with Holli before you can gain entry and then you can just waltz in. There is also the possibility of climbing up the outside where you will spot bonuses and Nickels.

*The puzzles and conundrums to solve in Cool World can be pretty taxing at times, but once you've spent a couple of hour long sessions on it then everything seems to fall into place.*

*The Holli sprite is damn sexy and all the doodles are bright and colourful – when you enter Sweet Place the garishness of it all but knocks you off your chair.*

*The gameplay is the major point here though and while it is frustrating (and I've never enjoyed being frustrated) the puzzles all seem to sort themselves out. There is nothing so taxing here as to have you screaming out for help – unless you're a two year old or something.*

*I enjoyed it but it doesn't have the depth that the price warrants and I'm sure the experts out there will have it nailed pretty quickly as most of the game depends on trial and error and if you have been through a screen already and failed then you will not have to worry as much about your second visit.*

**GRAPHICS** 87
Colourful and entertaining, though the main sprite isn't very attractive.

**SONICS** 80
The toons, sorry tunes are nice and cartoony which is always a laugh.

**LIFE SPAN** 75
There are so many hints that it would be hard not to complete it.

**GAMEPLAY** 80
It's entertaining and humourous but not deep enough.

**OVERALL 82%**

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**The future. Man didn't let off a huge nuclear bomb to rid the world of all things green. He decided world peace had greater benefits so channelled all funding towards the needs of the many. STEVE**

*Yes! Indeed your humble reviewer takes time out to save the odd human race in distress. Like all good things this particular piece of Space Combat was rewarded with both a pat on the back and a small, but perfectly formed Gold Nova.*

# WARPSPEED

**Ballistic have chosen scenario two for their space game. Warpspeed concentrates on all those extra dollars that found their way to space colonisation and exploration. Indeed the future of man looks secure and prosperous.**

Well, it would have looked that way had the Aliens decided to leave us alone. Using black holes as doorways, they perform lightning attacks on man's outposts and threaten his very existence.

Man in return builds the most powerful range of fighters and looks around the planet for the ultimate warrior with the skills for the job.

You, an ex- (fill in your previous profession) are given the job. If anything, you can certainly rely upon the human race to come up with practical solutions.

Warpspeed uses the head-on view to bring you close-quarter combat sequences. There are four classes of ship to progress through – each new craft being awarded for good results in battle. The enemy ranges from weak to highly nimble and powerful fighters.

**PUBLISHER**
BALLISTIC
**SIZE**
8Mb
**No. PLAYERS**
One
**PRICE**
£39.99

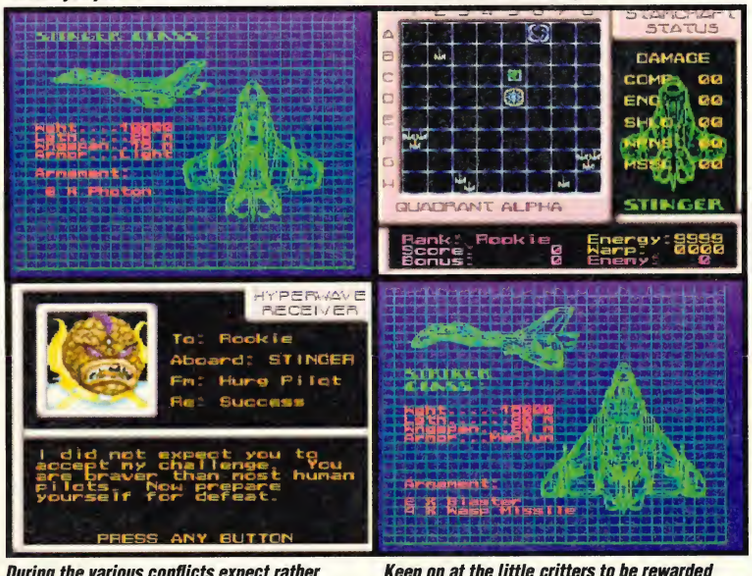
To engage combat, select the sector you wish to fight in or have been called to by keying in the grid reference. Then fire the engines and arrive at the battle.

You will be awarded medals and perhaps the opportunity to save your progress should you choose the Campaign which enveloped the entire range of missions.

*The hangar is where all the action starts. Here, your performance is assessed and medals are awarded for valour in battle. Ship allocation is also made here and upgrades are available from Striker class to Stinger class. Each ship has its own different weapon selection and weapon carrying capability. The better you do, the better the ship you can pilot.*

*Sleek, swift and very expensive. Typical requirements for the state of the art combat device you just climbed into.*

*Use the map to collect the data on the war's progress. Best results are obtained by wiping out the most cluttered quadrants.*




*During the various conflicts expect rather insulting challenges from this bunch of wandering aliens. Take special pleasure in killing this one as he turns out to be very rude.*

*Keep on at the little critters to be rewarded with a deluxe ship like this. Normally there is a little training session of two or three years. You are expected in space in 30 or 40 seconds.*

**Well, it really is not that bad. It goes without saying this looks and feels very similar to Wing Commander, which I did not really rate. The action is fast but once you have mastered the controls it gets very very easy. In no time I found myself promoted and flying the highest rated ship. Unfortunately the action is all very similar, which lets the game down terribly.**

**The only relief comes in the form of the odd asteroid storm or a minefield which, to be quite honest, offered no real problem. Certainly no space classic and, considering the competition is Star Fox and its close cousin Wing Commander, this release is not really worth the money.**

**GRAPHICS 72**
Same feel as Wing Commander but not as smooth.

**SONICS 69**
Not much here, the basic effects then that really is your lot.

**LIFE SPAN 65**
Plenty of missions, combat parts a bit similar though.

**GAMEPLAY 68**
Easy to play, simple controls and an understandable stella map.

**OVERALL 69%**

# GAME GENIE VS

## REFEREED BY

**There was a time when there was some sportsmanship among gamers. These days though, cheating is all the rage. Datel's Action Replay and Hornby's Game Genie are a cheater's dream, but how do they compare?**

Everyone interested in the Super Nintendo has seen them. Cheat devices. Or should I say game enhancers? These are devices allowing you to modify certain parameters within a game that contain areas of discomfort, such as not enough lives or maybe infinite energy.

Ever wanted to complete a game in one sitting or maybe practise certain areas without being killed?

Now you can, and believe me if you own one of these things you will.

Often. Most of the magazines possess one of these little devices though seem highly reluctant to actually admit that they use one.

We errmm... sometimes do.

So what will a game enhancer do for you? The makers of both products claim not only to make things a tad easier but also a great deal harder. This seems a good selling point as for every novice there also seems to be the odd master who demands just that little bit extra from a game. Both devices are capable of converting imported products for your SNES.

The Action Replay unit requires a UK reference cart in the back while the Game Genie simply has the single cartridge slot plugged into the top of the unit. Considering converters cost anything up to £20 these units appear better and make more sense for both import and UK player alike.

It is wise to point out the odd incompatibility between certain games, as the odd one will not appear on screen nor will it allow the cheat device to engage.

Both units allow for the cheat mode to be engaged and removed from the game. So, if you know one section like the back of your hand, you simply conquer that in all its glory then, when the tricky or new stage evolves, engage the cheat and enjoy invincibility or whatever enhancement you were after.

## GAME GENIE

The Game Genie device is a real mystery to me. It does roughly the same job as the Replay system but does not allow users to create purpose codes for themselves. The idea is to modify existing codes printed in the handbook supplied or the newsletter circulated by Hornby to registered users.

It all seems a bit of a shot in the dark, but believe it or not some interesting codes can be obtained. The idea appears to be to create novelty values for the game. The suggested codes contain the correct and desired cheats, such as infinite lives, but the odd modification to this can provide weird results. Ever fancied Mario in a dress (you don't have to answer)?

Entering the codes is quick and simple, and perhaps graphically superior to the Replay but I think the lack of user participation is a bit of a downer. However, the unit is capable of allowing Streetfighter II Bosses to be used (of sorts) so that fact alone is going to sell the unit.

Back-up from Hornby is tremendous. The newsletters and lists of suggested codes are endless and every game worth its salt will probably soon be covered. Don't forget, too, that the Help line is available to anyone stuck or eager to get the latest info on the codes. Friendly bunch, eh?

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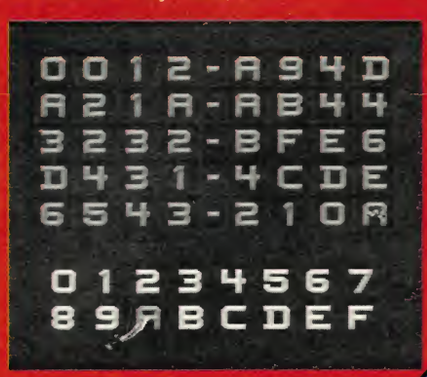

# SACTION REPLAY

Steve

## ACTION REPLAY

The Action Replay has a switch on the side which when flicked down puts you in a discovery mode of sorts, enabling any game to be cracked there and then through the ways outlined in the handbook.

The method of uncovering the cheats, although a bit of a pain, is quite simple and fortunately the Datel people have allowed you to use several avenues to reach your goal.

Put quite simply you start up and when the your character becomes active you pause the game. If you started with say three lives, you should still have them. Now reset the game and the Replay unit will engage the cracking device. Selecting the method for infinite lives, you will now be asked how many lives you presently have. If you have three tell it so and return to the game.

### PAUSE FOR THOUGHT

The device will now scan for the number three or any place where that number appears and memorise it. Now lose a life and pause once again. Reset the game and tell the Replay that you now have two lives. It will scan for a change from three to two. Repeat around half a dozen times, changing the life value each time and then ask the device to list its suggestions. Make a note of them and access the parameter screen. You have a choice here.

If you fancy narrowing the code down to the exact one then enter the codes two at a time. Get it right and just remove on of these codes to find the right one. If you give this method some time the device will narrow it down to about one or two anyway, so long lists are not always presented.

Narrowing the codes down has a few advantages. Firstly, lovely people like us appreciate the codes to print and make you famous. Secondly it saves time and space if you intend to enter multiple codes for the available effects.

In a nutshell, that is the system for gaining the cheats. Simply flick the switch up to engage the desired code or codes. Now this method might not work, or maybe you want infinite energy of maybe a choice of weapons.

Once again, your time and effort can be rewarded with the other location devices within the Replay.

The reference system is still used, so you still need to pause the game with a new value, but the principles are the same.

Following the various methods it is possible to not only have infinite lives but also to have infinite energy and weapon power ups on a permanent basis. Our own Steve's success rate of cracking games has been about 99%, which is pretty impressive. The average time to obtain a cheat from scratch is from seven to ten minutes.

***Datel Electronics***

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# BILL AND BEN'S

**WELCOME TO THE ALL NEW, SUPER FABULOUS, DREAM-TREAT BILL AND BEN'S POISON PEN. AS YOU ARE PROBABLY AWARE, THIS IS THE MOST IMPORTANT LETTERS PAGE IN THE HISTORY OF ENGLISH LITERATURE AND ALL TOP FAMOUS SCIENTISTS AND BRAINY GEEZERS AGREE. BILL AND BEN ARE PROBABLY MORE INTELLIGENT THAN ANYONE ELSE AND AS A RESULT, THEY CAN ANSWER ANY QUESTION WITH EASE. SO GET WRITING AND LET'S SEE IF YOU CAN CATCH THEM OUT WITH SOME BRAIN TEASING QUESTIONS.**

*Dear Guys,*

**I am writing to request a "classified ads" page in Super Action. I got a Super Nintendo for Christmas and I have completed Super Castlevania, the game my folks got me for Christmas. In GB Action, the classified section is really useful, so put one in Super Action right now!**

***Sam Birch, Clwyd, North Wales***

*Watch this space dudes and in the meantime, readers who send in details of what they want to sell or swap may find themselves in the very first Super Action classified section this time next month. Remember, these will be absolutely free to the reader, but they should be no longer than thirty words long, including your name and telephone number.*

*Dear Guys,*

**I read in another magazine that a company called Seta are developing a new cartridge mounted processor that will improve the performance of the Super Nintendo. Seta claim their chip will run at 20Mhz, making it twice as fast as Nintendo's own DSP, which runs at 10 Mhz.**

**The first game to use this new chip will be F1 Exhaust Heat 2 on the Super Famicom. Do you know any more information about this new chip or its abilities?**

***Ian Banner, South Queensferry, Scotland***

*The chip you are talking about is a Digital Signal Processor. This speeds up most computer functions, but especially maths. What this means is that the sprite slowdown seen on F1 Exhaust Heat, has been completely eliminated from the sequel. A DSP simply speeds things up, but adds no extra functions. Don't let the figures fool you. 20 Mhz would be fast for a standard processor, but it's no great shakes for a DSP.*

*Dear Guys,*

**Could you please answer the following questions:**

**1. Is the CD ROM XA a single machine or is it an add on device for the Super Nintendo?**
**2. Will there be a printer for the CD ROM?**
**3. Do you know how much it will cost?**
**4. Are there any decent side view footy games?**
**5. Are there any other art packages (apart from Mario Paint) or are there going to be any?**
**6. Is there any difference between the pairs of racers in Mario Kart?**
**7. How do you treat petunias?**
**8. What is the principal river of Liechtenstein?**

***Andrew (Master of Magic) Emra, Address not supplied.***

*1. It will be a plug-in unit that sits under the Super NES.*
*2. Almost certainly not.*
*3. Under 200 American dollars.*
*4. Yes, but check next month for a brand new footy game.*
*5. No and there probably won't be any more coming.*
*6. Yes, their speed and handling changes.*
*7. With the contempt they deserve.*
*8. We're not telling, it's a secret.*

**This wibble wobble piccy of Super Mario Kart was sent in by David Kay of Harefield in MiddlesexThis wibble wobble piccy of Super Mario Kart was sent in by David Kay of Harefield in Middlesex**

*Dear Guys (and one girl),*

**I am writing in to complain about your review of NBA All Star Challenge. You claimed that "Some of these heroes will mean nothing to you at all, to be honest, nearly all of them meant nothing to me".**

**Have you not heard of Michael Jordan, Patrick Ewing or Larry Bird? Are all your colleagues in a sleazy bar in Macclesfield? I find the game interesting and enjoyable, so don't be so sarcastic and try doing a bit of research in future.**

***Joseph Rose, Cheetham Hill, Manchester***

*Complain all you like. If we have to do research to find out who a set of obscure basketball players are, then it's a fairly safe bet that most readers won't have heard of them. Of course we have heard of Larry Bird and Patrick Ewing, but the review referred also to the invisible droves of players who are massively famous in America and totally unknown over here.*

# POISON PEN

***Dear Guys,***

**I am new to the Super NES world and I bought my first issue of Super Action last month. I thought it was excellent. I would like you to answer a few of my questions if possible:**
**1. Should I buy Joe and Mac or Super Probotector?**
**2. Which is the best beat 'em up (apart from SF2)?**
**3. Is it worth buyng a US/Jap converter?**
**4. Will Zool ever be released on the SNES?**
**5. When will Mickey Mouse be released in Britain?**
**6. Is the SNES better than an Amiga 600?**
**Thank you for answering these questions.**
***Kevin Weedy, Wellingborough, Northants.***

*1. They are both superb, but Probotector has the edge.*
*2. Batman Returns.*
*3. Yes it is.*
*4. Yes, before the end of this year.*
*5. Very soon, possibly this month.*
*6. Infinitely.*

**This wibble wobble piccy of Super Mario Kart was sent in by David Kay of Harefield in Middlesex**

***Dear Guys,***

**Please could you answer my questions as your magazine is so great!!!**
**1. Is Player Manager on the SNES any good?**
**2. Are there any good soccer games to be released on the SNES?**
**3. What game should I buy from the following list:**
**a) F1 Exhaust Heat**
**b) Super Smash TV**
**c) Hole In One Golf**
**4. Will Kick Off 2 be any good when it's released?**
***James Hudd, Kent***

*1. We don't know yet, but we will next month.*
*2. Striker from Elite is a distinct possibility for the best Soccer game yet.*
*3. F1 Exhaust Heat.*
*4. We would think so.*

***Dear Guys,***

**I have been told by my Mum not to buy any games that are violent. She says that it's like telly and I might try to copy what I see on screen. I told her that's stupid and there's no way I would try to do anything I saw on a game. Some kids at our school do Streetfighter moves but they're only having a laugh and so far no one has been hurt. Please tell my Mum that violence is OK in games and it's harmless.**
***Huw Burton, Gwent, Wales***

*Well, kids will always have heroes and if those heroes are video game characters, what's the problem. Streetfighter gets a lot of bad press and most of it is unfair. Take Indiana Jones for example. He is considered a wholesome and heroic role model. Now, do you remember, at any point, a Streetfighter character forcing somebody's head into a rolling crusher, or a propellor blade? The point is, video games are no more violent than movies or television and are certainly less realistic. Other than that, it's up to your Mum.*

***Dear Guys,***

**A pal at school told me that the CD ROM XA would be called 3DO and it is made by Electronic Arts. If this is true, will it still work with the Super Nintendo? I also heard that it would cost £500 and this is far too much. No way can I afford one of those. Also, when will Final Fight 2 be released and when will Streetfighter 3 come out?**
***Nick Walkby, Kingston, Surrey***

*You seem to be confused Nick, the machine you are referring to does exist, but it has nothing at all to do with the Super NES. The 3DO is a brand new CD based console that will be launched early next year. It won't work with Nintendo software, but it will be powerful and sophisticated. Don't panic about price as Nintendo have promised to sell the machine at less than £200. This should see off any competition, at least as far as price is concerned.*

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By Simon Kirrane

**It's a cross between Cybernator and Dungeons and Dragons. It's fast, furious and it's out soon. Is Battletech the thinking man's shootie?**

Check your status, your weapons and your surroundings. Line up your sights and let rip with your guns

Then do the same thing again, and again and again

Eventuallly – if they've taken more hits than you have – you'll see this

# BATTLETE

**It's the year 2785 and the Succession Wars are still draining the colonies of energy, power and technology. Old nations are dividing, poverty is gaining a stronghold and its brother's disease and pestilence are following close behind.**

It's a time of fear and treachery, it's a time of terror and inhumanity.

And it's a time of deep scary voice overs proclaiming doom and disaster, yep it's science fiction time again.

You are a guardian of power plants and water reserves, of hangars and arms dumps and it is up to you to fend off the marauders that relentlessly raid your planet's resources.

Giant fighting armoured suits (Mechs) have been developed and are now widely use in combat.

Both you and your enemies have been kitted out in heavily armoured exo-skeletons armed with the latest in conventional arms able to adapt rapidly to the surrounding terrain.

You are thrown into combat wherever your government deigns fit to send you and once there you will have to defend your land and yourself against some quite overwhelming odds.

The other Mechs approach you – first becoming visible on your sensors

## MECH SPEC

**Battletech first reared its head back in the '80s when technology was so dodgy that it was played as a board wargame. There were dice, pieces of cardboard, cutout mechs and lots and lots of tech spec.**

**The game books followed the same tack as the SNES version though of course they went in to much more detail. They were also beautifully illustrated and had a lot more scenarios than you could fit in a SNES game.You could build alibrary of stats concerning the history of the Mechs.**

# ECH

and then showing up menacingly on your view screen.

You can walk, use your jump-jet or move your targeting system while remaining stationary.

Then, when you are in range and locked onto your target you can open up with a devastating array of firepower.

All your work is performed in a similar style to a mercenary, as you are sent in to trouble spots where you have to waste any intruding Mechs.

You then set off back to base where you are given lots of money to buy more weapons or alternatively upgrade your Mech.

The further you continue through the game, the more money you will collect – but the missions become increasingly hard, so all the upgrades are needed.

There is a save game feature and you'll need to use it because if this game is anything it's very hard.

## UPGRADES

**Upgrading your machine is importance and ensures decent progress. The first thing that you must do after a skirmish is to fix up any damage that you might have encountered.**

**After this, reload and then check you wallet for any more money so that you can build yourself up. There are plenty of upgrade options available to you.**

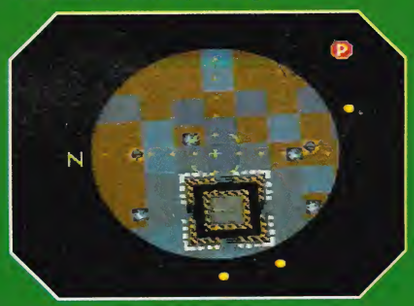
**You can get in to the technical side of things and improve your cooling system (reducing the chance of battlefield shutdowns caused by overheating). Along the same lines you can improve your jump jet, giving you more air time.**

**There are also engine improvements as well as new Mechs on the market – you start with a piddling little Mech with two legs but if you win loads of battles you could move up and up until you own a big four legged mother that looks like a possessed version of Herbie. The best upgrades on the market, however, are weapons – getting a new gun is always fun and you can work through from a machine gun up to a sexy sounding Particle Cannon.**

**But be warned – every little extra that you add on increases you weight. Otherwise after a while you'd be walking around clad in three foot thick steel, carrying fifty massive cannons and winning the game quite easily.**

## BIRD'S EYE

**Float down towards your target**




**Use your satellite display to pull out**

**Then blast hell out of anything that moves**

*This is a Crusader – a popular and appealing deathbringer*

*The Wolverine, 55 tons of laser fury*

*The Warhammer, one of the most heavily armed Mechs*

## FIRST IMPRESSION

*Battletech is available now on Japanese import but it isn't really worth buying due to the Japanese text. It is best described as Cybernator with brains and is certainly a more than worthy challenger for the top spot within the genre. If the coming english version is as successful as its role play counterpart then it should sell well. It isn't a "trainspotter" game as such – the action is very intense and the tech spec isn't weeks long and months deep. We'll have to see the full version to be sure but this has whet my appetite.*

# COMPETITION 48

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### Burn rubber and kick ass!

Anyone with a brain will be more than interested in winning this groovy gear, it'll keep you warm and impress the chicks. To win, simply answer the following:

**1.** A Lamborghini Countach is extremely sexy, but who designed those fab angles?

- *a. Gandini*
- *b. Garibaldi*
- *c. Ghandi*

**2.** Lamborghini have a small badge on every car, but what image does it portray?

- *a. A prancing horse*
- *b. A dancing flea*
- *c. A charging bull*

**3.** Ken out of Bros received one million pounds in their "divorce" settlement, did he:

- *a. Buy a Lamborghini*
- *b. Buy some cakes*
- *c. Slip into obscurity*

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# SUPER PRIZES!

**COMPETITION 51**

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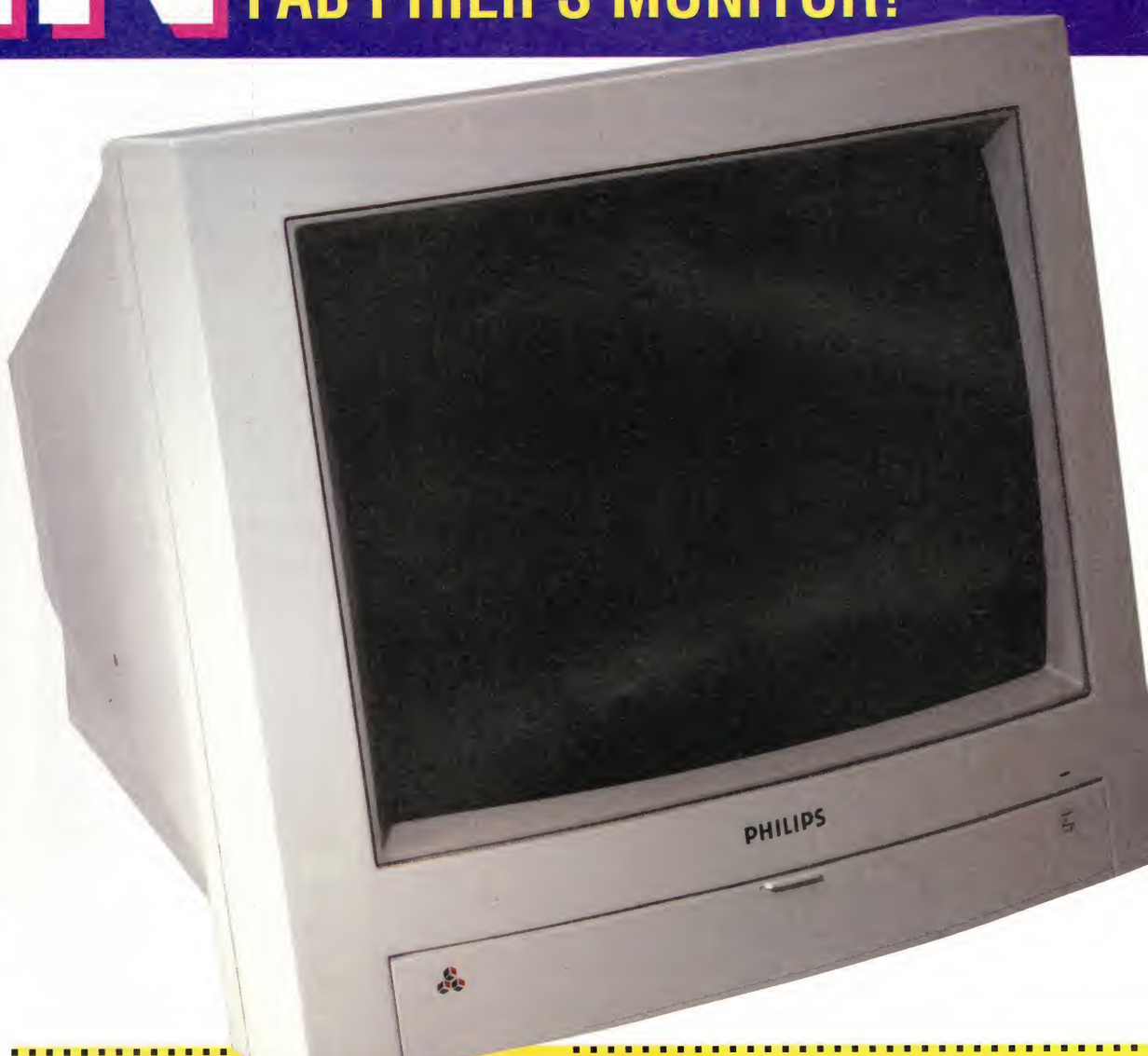
**You know the story. Folks at home are watching Highway and you want to kick some alien ass in Axelay. This superb Philips monitor will let you do just that in very high resolution and pixel perfect detail. You can even adjust the screen size and make those Streetfighter 2 sprites as tall as their arcade counterparts. Too good to be true? Read on....**




## Easy as falling off a log?

**All you have to do to win this ultra-groovy piece of hi-tech hardware, is answer correctly the following three (extremely simple) questions:**

**1.** CD ROM is extremely big news at the moment, but just how much info can a CD hold?

a. ***A whole nudie book full***
b. ***Lots and lots***
c. ***655 Mbytes***

**2.** Where are Nintendo's US headquarters based (clue, Seahawks live there)?

a. ***Salem's Lot***
b. ***San Dimas***
c. ***Seattle***

**3.** Groovy pop star Rick Astley has slipped into obscurity in recent years, but why? Was it because

a. ***He died***
b. ***He moved to Malibu***
c. ***He's totally rubbish***

**Entries to be in by May 31 to:**

***Monitor Compo***
***SUPER ACTION***
***Europa House***
***Adlington Park***
***Macclesfield***
***SK10 4NP***

❑ *I do not wish to receive promotional material from other companies.*

## *Monitor Competition*

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**2.** .....
**3.** .....
**Name** .....
**Address** .....
.....
..... **Post Code** .....
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All employes of Europress and their families are banned from entering. The Editor's decision is final and no correspondence will be entered into.

# Dr Barry Diablos..... CHEATS OF DOOM

**Be restful my children and fear not, it is I Diablo, he who walks sideways. I have risen from my foul and sulphurous pit to help you to get further on your games. Purely and simply because I crave your sweet and innocent souls. That and the fact the freelance rate on Super Action is second to none. But enough frippery and banter. Come I'll lead you by the hand through your games and corrupt your hearts. Behold – the CHEATS!**

## FACEBALL 2000

This one has been sent in by Jasminda Smith so thanks to her for this tricky Faceball pad cheat.

When the title screen comes up hold down the L and R buttons, select one or two players. Keep holding the buttons down and the screen will go blank. When the next screen comes up Cyberzone will appear but underneath it you'll have CYBERSCAPE. Just enter into it in the normal way and off you go.

Another Faceball cheat has been sent in, this time from Denmark – Copenhagen to be precise and this is From Robert Lockley.

Once you are in Cyberzone mode simultaneously hold down the L and R buttons at the same time as you press Start. Release the L and R buttons and you'll enter an option screen where you can change the number of lives, speed, level, and the time it takes to reload. Nice one Robert.

## TURTLES IN TIME

Thanks to Jonathon Earlim, from Berkshire for this musical treat on Turtles in Time from Konami. Enter the option mode from the title screen, choose the hard mode and then select 'STAFF'. Listen to the tune by pressing B and then press Y to hear a special never heard before version of it.

## SUPER SOCCER

This Super Soccer code was sent in by Gary Davenport of Liverpool. To play the final match against Argentina enter up, lower left, right, right, upper right, down and up.

Play your best and defeat Argentina – which isn't as easy as Gary reckons. Then wait for the referee to steal the trophy and play a special match against the computer.

## SUPER BATTLETANK

Fire your gun at any target and then – as soon as the target flashes press START and pause the game. The target continues to flash and pretty soon you'll be able to destroy anything with just one shot. Groovy.

**You needn't sell your soul just now but if you are willing to offer unto me the sacrifice of some of your own cheats to display on these most vile of pages then post them hence to this, most corrupt, address:**

**Dr Barry Diablo's Cheats of Doom**
**SUPER ACTION**
**Europress Interactive**
**Europa House**
**Adlington Park**
Macclesfield SK10 4NP

## ACT RAISER

| | |
|---|---|
| 7E001C02 | Infinite lives. |
| 7E001D08 | Unlimited energy for Knight. |
| 7E0282FF | Keep 255 Spell Points. |

## ADDAMS FAMILY

| | |
|---|---|
| 7E00AC05 | Infinite lives. |
| 7E00C302 | Invincible. |

## AXELAY

| | |
|---|---|
| 7E005E03 | Infinite lives, change the last digit to change the amount of lives when enabled. |
| 7E1E620X | Start from any level, change X. ie. to start at level 4 enter number 3 etc. |
| 7E033002 | Keeps weapon selected even when hit by enemy bullet, change the last digit to change weapon. |

## BART'S NIGHTMARE

| | |
|---|---|
| 7E013D02 | Unlimited bubblegum. |

## CASTLEVANIA IV

| | |
|---|---|
| 7E007C03 | Infinite lives. |
| 7E13F214 | Unlimited extra weapons. |
| 7E13F050 | Unlimited time. |

## DINOSAURS

| | |
|---|---|
| 7E17310X | Will give player 1 X amount of lives each time Action Replay is enabled. |

# ACTION REPLAY

| | |
|---|---|
| 7E16ED05 | Tops the Dino up to full energy if Action Replay is enabled. For invulnerability use both codes. |
| 7E176305 | Tops human to full energy. For invulnerability use with codes above. |
| 7E0DF063 | Sets time to 63 seconds while Replay is enabled. |
| 7E1F8CXX | Will give a player XX eggs when Action Replay is enabled. |

## F ZERO

| | |
|---|---|
| 7E0CF301 | Infinite Turbo Boosts. |
| 7E00CA0B | Infinite power. |
| 7E005908 | Infinite lives. |
| 7E115000 | Always finish first. |

## FINAL FANTASY II

| | |
|---|---|
| 7E200803 | Gives Cecil large amount of points. If you need more change 3 in the code to different number. |
| 7E208803 | Gives Kain a large amount of hit points. If you need more do as above. |

## GRADIUS III

| | |
|---|---|
| 7E00B40D | Will give 2 way missiles at any time the Action Replay is enabled. |
| 7E00B006 | If the switch is enabled. Will keep the option select over the shield ready for a new one. |
| 7E007C03 | Unlimited lives, but do not enable the Action Replay until the game is running. |

## JOE & MAC

| | |
|---|---|
| 7E081C14 | Gives Joe unlimited energy. |
| 7E081A89 | Joe keeps the bones as weapons as long as the switch is enabled. |
| 7E085C14 | Gives Mac unlimited energy. |
| 7E085A89 | Mac keeps the bones as weapons as long as the switch is enabled. |
| 7E082202 | Gives Joe unlimited lives. |
| 7E081A92 | Gives Joe infinite boomerang weapons. |
| 7E086202 | Gives Mac infinite boomerang weapons. |
| 7E081A93 | Gives Joe infinite fire weapons. |
| 7E085A93 | Gives Mac infinite fire weapons. |
| 7E081A94 | Gives Joe infinite wheel weapons. |
| 7E085A93 | Gives Mac infinite wheel weapons. |
| 7E004202 | Infinite lives. |

## MICKEY MOUSE

| | |
|---|---|
| 7E02B104 | Unlimited energy. |
| 7E037202 | Unlimited lives. |

## PARODIUS

| | |
|---|---|
| 7E00980X | X is the number of lives required. Leave Action Replay enabled for infinite lives. |
| 7E1C680X | For extra options. Use 3 for three options, 4 for four options. |
| 7E1DB201 | Together with the below code, will give you unlimited missiles. |
| 7E1C6602 | Together with the above code, will give you unlimited missiles. |
| 7E1C6C07 | When selected the next option to be selected is always shield. |

## PRINCE OF PERSIA

| | |
|---|---|
| 7E050805 | Infinite energy, if you fall on spikes or similar disable Action Replay for a second. |

## ROAD RUNNER DEATH VALLEY

| | |
|---|---|
| 7E1F1E06 | Unlimited energy. |
| 7E1F2001 | Unlimited lives. |
| 7E1F1D20 | Unlimited Turbo speed (bird seed). |
| 7E1F1B7F | Invulnerable (even when you switch the Action Replay off again). |

| | |
|---|---|
| 7E1F1A00 | Can always take damage (Harder). |
| 7E1F1A02 | Invulnerable only while switch is up. |
| 7E1F8459 | Unlimited time (switch Action Replay off at the end of a level to continue). |
| 7E1FA601 | First flag is automatically raised (this is meant to turn into other codes soon). |

## SUPER BATTLE TANK

| | |
|---|---|
| 7E049E42 | Unlimited 120mm Cannon |
| 7E04A001 | Unlimited lazer guided missiles. |
| 7E006700 | When the Action Replay is on this will clear players tank damage, leave switch enabled to not damage. |
| 7E05C4FF | Unlimited fuel. |
| 7E04A296 | Unlimited machine gun. |
| 7E00250X | Will start you from level X+2 e.g. If you enter 4 in place of X you will start at 6. |

## SUPER SOCCER

| | |
|---|---|
| 7E10F803 | No opposition goalkeeper for first half! |

## TINY TOONS

| | |
|---|---|
| 7E009E03 | Unlimited live (energy really). |

| | |
|---|---|
| 7E00B6A0 | Super Dash. Dash is always available. |
| 7E008E04 | Unlimited lives proper. |

## TURTLES IN TIME

| | |
|---|---|
| 7E1AA00X | Will give player 1 X amount of lives. For unlimited lives leave the switch on the up position. |
| 7E1AE00X | Will give player 2 X amount of lives. For unlimited lives leave the switch on the up position. |
| 7E044A50 | Player 1 will get health restored, when Action Replay is enabled. |
| 7E04BA50 | Player 2 will get health restored. |
| 7E00820X | Start from any level. Use 0 in place of X for level 1, 1 for level 2 etc. |

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# Super Ma
# SECRET LEVEL

**Everyone who owns this little masterpiece has a habit of going on and on about the secret levels and exits. To casual players this can be a bit of a pain – after all, we don't all have eight hours a day to play. Super Action leaps to the rescue, cloak in hand, to reveal the necessary conversation beater with this unrivalled guide to all the special bits for Mario to uncover.**

### 1. Donut Plains 1

*If Mario has completed the Green Switch Palace, this exit is simple. Find the column of green blocks near to the end of Donut Plains 1. Hold the Y button and run up the blocks to find the key and the keyhole.*

### 2. Donut Plains 2

*At the end, enter the last pipe with either the cape or Yoshi. With the cape, jump on the rotating blocks and on the last block jump and spin at the side of this block for the beanstalk to appear. If you have Yoshi, eat the blue shell and fly through the gap.*

### 6. Vanilla Dome 1

*You have to complete the Red Switch Palace. Go to the right and up the red blocks to locate the vine.*

### 7. Vanilla Dome 2

*The P switch on the brown blocks is your target. Take it to the left and activate it. Jump the gap and take the nine coins, then pick up the key and put it in the keyhole.*

### 8. Vanilla Secret

*You will need to complete the Blue Switch Palace. Grab the springboard and put it on the blue blocks on the left and then jump into the pipe. Very easy indeed.*

### 11. Forest of Illusion 2

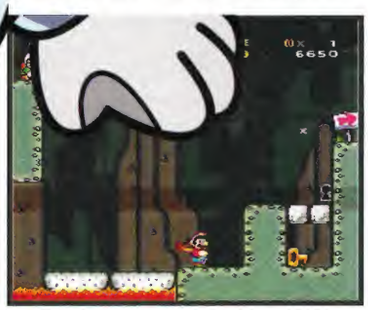
*Near the end, fall off the edge and push left. You will find a block and further to the left a fish. Kill the fish then go through the wall on your left to collect the key for the keyhole.*

### 12. Forest of Illusion 3

*The last green pipe provides the entrance. Go through, then smash your way through the blocks for the key. You have to be big Mario to do this, so pick up a mushroom or two.*

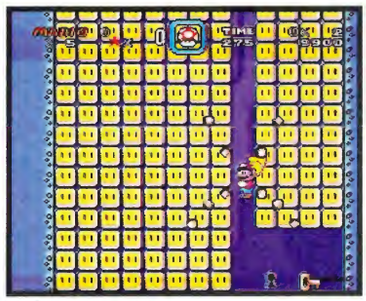
### 13. Chocolate Island 2

*The only way of access is to complete the level within the time limit of 250. Failure to do this results in an embarrassing repeat performance until you can do it.*



### 17. Valley of Bowser 4

*Guide Yoshi to the end of level and let him eat the key. Then simply walk over to the keyhole. As this screenshot shows, it is very difficult to keep hold of Yoshi until you get to that point. Just take it slowly.*



### 18. Star World 1

*You need to be big Mario for this. Keep spinning in the right hand corner then stay there. Eventually the key and keyhole will arrive. This screen is also a very handy source of capes and free lives.*

### 19. Star world 2

*Find the pipe at the far end, but don't actually enter it. Have a look underneath and you'll see a gap under the rocks. Follow this path and avoid the fish, you will find the secret exit at the very end of the tunnel.*

# rio World EXIT EXPOSÉ

### 3. Donut Ghost House

You need caped Mario for this one. Fly upwards, keep to the far left and an opening should be revealed. Run right through the door but don't forget to collect the 1ups as you go.

### 4. Donut Secret 1

The keyhole is easy enough to find but the key is a tad more elusive. Activate the P switch and then hit the "?" block to get your hands on the key. Careful as you swim past the fish.

### 5. Donut Secret Ghost House

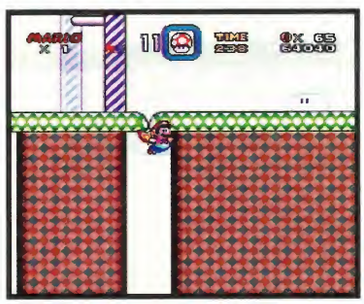
Carry the P switch right to the blocks and the door will activate it. Hit the block at the top of the door and climb the vine to go to the silver door. Kill Big Boo three times.

### 9. Cheese Bridge

One of the toughest secret areas to discover. Fly and glide under the finish line or jump off Yoshi's back. Best bet is to fly from the halfway mark, swooping low at the end.

### 10. Forest of Illusion 1

Near to the end of this area you will find a "?" block. Hit it then collect the P. Now go left and grab the key. Do it quickly or your balloon power will fade.



### 14. Chocolate Island 3

Kill the Koopa Troopa and fly to the right to find the goal. Get a good run up and be careful, the Koopa has a very nasty habit of reappearing as you approach the edge.

### 15. Valley of Bowser 2

At the second pipe, head to the right. There is a section that will start to rise so jump on it and then jump left off the screen. Run to your left and hey presto!



### 16. Valley Ghost House

Hit the "?" near the end of level. Control the coin upwards and to the right. Activate the P to turn the coins into blocks. Jump on them to go up to the key and keyhole at the right of the room.

### 20. Star World 3

Find a block then throw it up at Takitu. Enter his cloud then fly up the gap in the ceiling. The key is on your right, the keyhole to the left. Collect the silver coins for an exceptionally huge bonus and some free lives.

### 21. Star World 4

At the end where Koopa is situated go down. You will need to have completed both the Green and Red Switch Palace. Throw a shell at the "?" Block and you have a key. All you have to do is spot the pink platform.



### 22. Star World 5

Again you need to have cleared all the switch palaces. You will need Caped Mario for this secret exit. Activate the "?" to send the stream of coins up and right. Now hit the P switch to turn these coins into blocks. Run along the block to fly up the point where the yellow blocks begin.

# COMPETITION

56

# ARE YOU QUICK ON THE DRAW?

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**What do you say to a *FREE* Supervision? Not bad eh? Well what about some *FREE* headphones as well? And while we're at it how about a *FREE* copy of the game Crystals? Tell you what, we'll even throw in a *FREE* Joypad. They are all from the Quick Shot stable, so here's a quiz for all you hot shots! Remember, the Editor's decision is final and there'll be no correspondence.**

## AND THAT'S NOT ALL...

We're giving away five – count 'em – Quick Shot Supercon 2 joysticks featuring dual speed turbo fire, a slow motion function and bags of sex appeal. So that's one each to the Supervision winners plus two runners up prizes.

## All you have to do...

...to waltz off with one of these great freebie giveaways is answer the three questions below correctly. It's that simple, kids.

**1.** This Quick Shot was the actor hero of the wild west. He starred in countless films (The Alamo, True Grit and The Searchers among many others) and always came out on top. His real Name was Marion Morrison but which name gave him fame?

a. *John Wayne*
b. *Dick Van Dyke*
c. *Bill Beaumont*

**2.** This famous film about a band of quick shots who come to the rescue of a poor farming community was based upon the Japanese movie, "The Seven Samurai". What was it called?

a. *The Magnificent Seven*
b. *The Return Of Mr Bean*
c. *Three Men And A Baby*

**3.** Robert Redford and Paul Newman starred in this famous film of the '70s, based around the lives of two of the most famous quick shooters in the Wild West. It took their names as its title. What was the title?

a. *Butch Cassidy And The Sundance Kid*
b. *Rita, Sue And Bob Too*
c. *George And Mildred*

**Entries to be in by 31st May 1993. Send to:**

***Quickshot Compo***
***SUPER ACTION***
***Europa House***
***Adlington Park***
***Macclesfield***
***SK10 4NP***

❑ *I do not wish to receive promotional material from other companies.*

## Quick Shot Competition

**My answers are:**

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**2.** .....
**3.** .....
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# SUPER LIBRARY

## SUPER ACTION'S LIBRARY OF GAMES

**How many atoms can you fit on the head of a pin? About the same number as the last Super Nintendo release schedule contained. This is a list of the stuff out so far, but there is a lot more on the way. Watch the skies...**

### BEAT 'EM UPS

**A little violence never hurt anyone. Well, yes it did actually, but not when it's just a bit virtual like this lot here.**

### Alien Vs Predator

*Activision*

**Jap import**

Oh dear. A top licence gets the banal treatment as yet another Final Fight rip off insults your Super Nintendo. This one is less interesting than most, with indistinct graphics and not much else to recommend it. Avoid it at all costs.

**59%**

### Best of the Best Championship Karate

*Electro Brain*

**US import**

Classic kick boxing action with loads of environmental options and the essential training screens. A fantastic amount of kicks and punches to inflict upon your best mate with gut wrenching sound effects. Good, but the sprites are a bit small.

**89%**

### Fatal Fury

*Takara*

**Jap import**

Street Fighter clone with chunky graphics and great sound. Less button commands than its big brother so there are fewer special moves. Less characters to choose from and those selectable lack the background and animation of Street Fighter.

**75%**

### Final Fight

*Capcom*

**Official**

Simplistic action is more than made up for by spectacular graphics. Although it lacks long lasting challenge, it's a game you'll often return to. One strange thing is that Guy, the third character in the arcade game, is mysteriously missing.

**88%**

### Fist of the North Star

*Toei Animation Co. Ltd.*

**Jap import**

Although this game seems shallow and poor, you'll soon get iinto the swing of things. Like all two player games, you can glean hours of fun and frolics from beating up a mate. Sad and pathetic in one player mode though.

**70%**

### Golden Fighter

*Culture Brain*

**Jap/US import**

Widely anticipated and universally derided Streetfighter clone. Nice features include a scrolling "adventure" section and some decent sound. Other than that, it's an appalling travesty of a game with jerky graphics and mindless gameplay. Don't be fooled by screenshots, this is a turkey. The hype that surrounded it pre-launch was all in vain and this might just be the biggest disappointment in video game history.

**50%**

### King of the Monsters

*Takara*

**Jap/US import**

Some hugely enjoyable monster fun as you take control of some very dodgy looking characters. Graphically, this is nothing to write home about and its lasting appeal for a single player is questionable. Two player games though, are massively addictive and great fun. A worthy purchase and a fantastic laugh. Godzilla meets Streetfighter!

**80%**

### Last Fighter

*Banpresto*

**Jap import**

Weird Japanese cartoon characters in Super Deformed mode (this is where they make cartoon figures small and cute to appeal to younger kids). It looks wonderful, nice sprites and often gorgeous backgrounds. Sadly though, there are too few moves and it's far too easy. Quite fun in two player mode though, but best suited to young kids.

**70%**

### Pitfighter

*THQ*

**US import**

There's no excuse for a conversion like this. Pitfighter is essentially dead simple and a group of monkeys could have done a better job than this. Duff graphics, ridiculous sounds and nothing to recommend it at all. Avoid at all costs, even if you loved the arcade game.

**32%**

### Ranma ½

*Masaya*

**Jap import**

A rather brilliant Streetfighter inspired beat 'em up based on Japanese cartoon characters. The wide variety of characters and moves available are backed up by fluid gameplay and sparkling graphics. Sound effects are striking and humorous and the whole thing is incredibly slick. A definite consideration for those of you who have grown tired of Streetfighter. Lovely stuff.

**89%**

### Ranma 2½

*Masaya*

**Jap import**

This game is a brilliant follow up to the original, but not sufficiently different to rate as highly. The graphics are crisp and sweet and cool. Kung fu fun!

**84%**

### Rival Turf

*Jaleco*

**Official**

A cross between Double Dragon and Final Fight. Visually very similar to Final Fight but with small characters and two player gameplay. There are loads of special features including a limited, but fun one on one mode and some nice use of mode seven. Graphics are ropey at times but reasonably good. Not nearly as polished as its Capcom rival, but good fun anyway. Two player mode helps enormously.

**81%**

### Sonic Blastman

*Taito*

**Jap import**

Not a conversion of the arcade game, but a brilliant use of the characters nonetheless. Looking very much like Final Fight but with slightly better graphics and some hilarious special effects. Definitely one to look out for and one of the funniest games out.

**89%**

### Streetfighter 2

*Capcom*

**Official**

Possibly the best SNES title today. Unmatchable gameplay combined with arcade perfect graphics and sound. This is a true classic and an amazing demonstration of what the Super Nintendo is capable of. You must have this, it's as simple as that.

**95%**

### Super Double Dragon

*Technos*

**US import**

Unexpectedly brilliant scrolling beat 'em up with rather nice graphics and a lot of sparkle. The addition of blocking and throwing moves adds a huge amount of variety to this title. The music and sound effects are very smart and it's all very polished. Questionable lastability for a single player, but the best game of its kind for two fighters.

**90%**

### TKO Boxing

*Sofel*

**US import**

Reasonable boxing game with little to distinguish it from any other boxing game. The graphics, while slick and fluid, do little to convey the atmosphere of real boxing. There are some nice samples and lots of guitar, it plays well but gets repetitive quickly. Saving grace is the training option – on winning you can pump some iron and increase everything about your various attributes.

**70%**

### Turtles In Time

*Konami*

**Official/US import**

This gives the Turtles a new breath of life. Beautiful looks and wonderful sounds as you guide the Turtles through a world filled with terror. Travel backwards and forwards in time as you try to rescue April O'Neill. Look out for the F-Zero level where you mount a surfboard and head off along a superfast highway. This is almost as much fun as the rest of the game and adds much needed variety.

**90%**

### Ultraman

*Bandai*

**Official/Jap import**

Great big rubbery sprites wobble around on unconvincing backgrounds, exactly like the Japanese TV show it's based on. One of the first games available and it shows. Still, it has a die hard following and it's good for a laugh. I'd question the merits of actually shelling out dosh on it though.

**67%**

### WWF Wrestlemania

*Acclaim*

**Official/US import**

The WWF phenomenon is huge. This game replicates the look and feel of the event perfectly. Wrest-ling games tend to err on the side of rubbish, but this is one of the best. Smart graphics and top sound add up to a reasonable license. Strictly for WWF fans though.

**70%**

### DRIVING GAMES

**Speed demons enjoy rushing around racetracks at high speed, with little thought for health and safety. Check this lot out.**

### Aguri Suzuki Formula One

*LOZC*

**Jap import**

Ooh! Ooh! This is the first split screen mode seven driving game, arriving just a tad before Super Mario Kart and to much critical acclaim. It's all nice and fast and the graphics are attractive though it doesn't have the same humour appeal as the former champion of racing games.

**81%**

## Battle Grand Prix

*Naxat*

**Jap import**

The Japanese are very keen on this style of overhead racing game and in form, it looks like a scrolling Super Sprint. The genre was started by Sega with their ancient Monaco GP coin-op and hasn't progressed.

**72%**

## F-Zero

*Nintendo*

**Official**

Still regarded by many as the top SNES racer, this mode seven special is as addictive as it's attractive. Superlatives are apt for every aspect of the game. Its only failing is the lack of a two player option. This is the benchmark for racing games – if you haven't got it then you can't have seen it, let alone played it. The recommendation for this game is unreserved... are you convinced yet?

**91%**

## F1 Exhaust Heat

*Ocean*

**Official**

This is the best F1 racing game available for the SNES, but it's marred slightly by repetitive backdrops and slowdown. It's gorgeous to play however and combines strategy with fast action driving. There are some great effects but it will soon be upstaged by the sequel, F1 Exhaust Heat 2. There is competition in the F1 field, but those in the know recommend this game above all others.

**90%**

## King of the Rally

*Meldac*

**Jap import**

The easiest way to descibe this is to say that it's like controlling a remote control car. There are ten sections to complete and it all makes a rather nice change.

**90%**

## Road Riot

*THQ*

**US import**

This game is terrible. Impossible control method and response, the worst cluttered graphics we have ever seen and to crown it all muffled speech to complement. Avoid at all costs. Come to think of it avoid all THQ games while you are at it.

**36%**

## RPM Racing

*Interplay*

**US import**

This looks and sounds very unusual indeed. A split screen driving game with weirdo interlace graphics. Everything is very detailed and fiddly looking, but strangely attractive nevertheless. The scrolling, while generally smooth, does tend to jerk occasionally and some corners can be a bit unpredictable. A track designer adds to the lastability but it's a bit too slow to be fully recommended.

**68%**

## Super F1 Circus

*Nichubitsu*

**Jap import**

Hey, hey! More vertically scrolling racing stuff, this time with proper Formula One cars. The problem with all these games is that they're impossible to play until you complete a qualifying circuit, a process which is incredibly dull and time consuming. It's smooth though and one of the better overheads.

**78%**

## Super F1 Hero

*Varie Corporaton*

**Jap import**

This has to fall into the average category, it is incredibly unremarkable despite being playable enough to hold your attentiomn for an hour or two. You slip into the shoes of Satoruu Nakajina, that most famous of F1 heroes and have to go through the regular jive of fitting your car together before you race. It has a turbo feature that is worth mentioning but that's about it.

**74%**

## Super Mario Kart

*Nintendo*

**Official/US import**

You probably know the verdict for this one already. Perhaps the best driving game ever. Split screen, two player, stop the traffic, rock 'n' roll action. Spectacular graphics, unbelievable sound and some of the best gameplay ever. You have to have this, it's utterly superb and it gives you the horn.

**94%**

## Super Off Road

*Tradewest*

**US import**

Iron Man Ivan Stewart is a popular off-road racer in America and completely unknown over here. The game is based on his dirt racing antics and is a mildly addictive Super Sprint variant. The graphics are simplistic and at times, rough, but the animation is nice and slick. If anything, it's a little too easy but two player racing makes up for it.

**84%**

## Top Gear

*Gremlin*

**Official**

Back to the good old days of Out Run, only this time with split screen two player mode. The graphics don't rely on mode seven and, as a result, it looks a bit like Lotus Turbo Challenge (the game it's based on) but they are fast and fairly smooth. A solid racer with plenty of features. If it weren't for the two player mode then the mark would drop but frankly if you've got a copy of this and a copy of F-Zero then you're fully kitted up for racing games.

**93%**

## SHOOT 'EM UPS

**This section contains games that are guaranteed to release pent up anger – buy the cart and blast those nasties to bits.**

## Axelay

*Konami*

**Official/US import**

Axelay has the best graphics of any SNES game. Incredible parallax, amazing use of mode seven and addictive gameplay. Probably the best blaster on the SNES. A couple more levels and this would have been perfect. Brilliant.

**91%**

## Cosmo Gang

*Namco*

**Jap import**

This incredibly funny shooter is based on those bash the mole games but actually takes the form of an advanced Galaga clone. The graphics are very, very amusing, as is the rather hysterical Japanese sampled commentary. It might not look much, but it's one of the best shoot 'em ups we've played.

**82%**

## Darius Twin

*Taito*

**Official/Jap import**

A shoot 'em up that wins support for a lot of reasons, but mainly the simultaneous two player option. In single player mode, it's challenging and frenetic although the graphics are hard to see. It looks better the further you get.with 2020 vision.

**90%**

## Desert Strike

*Electronic Arts*

**Official**

Put Mega Drive owners to shame with this slick and fluid version of the desert conflicts you always wanted to partake in. The helicopter is a joy to fly with plenty of taxing missions to test out your skills. Good graphics and some great sound effects.

**92%**

## Gradius 3

*Konami*

**Jap import**

The good news is that this is one of the finest blasters available on the Super Nintendo. The bad news is that Konami will probably never release it here, citing that it's "old hat". The graphics are wonderful, detailed and colourful, but some serious sprite slowdown occurs on busier screens. Check it out though, it's a real winner.

**90%**

## Imperium

*VIC TOKAI*

**US import**

It's a sad day when a software house sits down and thinks that a vertically scrolling shooter is the most original concept of all time. Imperium may well be fast. It may well be action-packed and it may well be good fun. However, it also happens to be unoriginal and up against some fairly stiff competition. Super Aleste is identical in style, but far better in terms of depth and quality. You'd have to be barking mad to buy this instead of Super Aleste but it's not too bad on its own merits.

**78%**

## Parodious

*Konami*

**Official/Jap import**

Easily the cutest game ever, this classy shoot 'em up should be used as a benchmark by other programmers. There is so much to it, from the wonderful graphics to the near-perfect sound. Playability is identical to the Gradius series of games but so much more appealing. A must have for all Super Nintendo blast fans. Better bring a sick bag though.

**91%**

## Phalanx

*Kemco*

**Jap import**

Much maligned blaster with quite a few nice touches. Ignored largely due to bland graphics, this has some very nice and very challenging levels. Nice weapons that add to the strategy required in this game and some nice tunes to back it up. Don't be put off by appearances – this is a gem.

**84%**

## Strike Gunner

*NT VIC*

**US import**

More vertically scrolling action as you take on the forces of an alien empire (just for a change) with the usual extra weapons and stuff. Not very inspiring, but technically adequate blaster. It's by no means the worst game of its type and should be considered.

**85%**

## Super Aleste

*Toho*

**Official**

At last, PC Engine Gunhed gets an airing on the Super NES and what a job! Amazing mode seven graphics add greatly to the challenging pyrotechnic action.

**89%**

## Super EDF

*Jaleco*

**Jap import**

Super EDF is a reasonably challenging blaster. It's based on a coin op and it's a fine conversion. Sadly, the original wasn't impressive so this is merely adequate. Nice graphics, but too much slowdown.

**71%**

## Super Pang

*Capcom*

**Jap import**

OK, so it's not strictly a shooter, but you do have to blast things. Pop the bubbles until they disappear and that's about it. Sounds dull, but in reality it's one of the most addictive Super Nintendo games yet. Great graphics help and the music and sound effects are just fine. Multiple worries as each bubble you do manage to burst promptly splits into many others, leaving a small night-mare happening right there in the privacy of your own home. Cute but addictive.

**89%**

## Super R-Type

*Irem*

**Official**

Very classy looking, highly attractive shoot 'em up. Lots of nice bits and a few interesting bad guys, but not much in the way of originality. It looks

and sounds superb but jerky scrolling and lots of slowdown mean that this is a heavily overrated title.

**81%**

## Super Smash TV

*Acclaim*

**Official/US import**

Fabulous conversion of the coin-op, helped massively by the fact that a Super Nintendo control pad has four buttons. Neat graphics and smart sound are totally eclipsed by the frantic, at times insane, gameplay. Spot-on and one of the closest conversions ever.

**90%**

## Super Star Wars

*JVC*

**Official**

It's fun, it's exciting and it's an excellent film license to an excellent film. The best shootie you can buy with state of the art graphics, bags of levels and plenty of diversions. You can play as Luke running and jumping, dive into his Landspeeder for a spin and even get under Chewbacca's skin. One of the most complete games we've had in the office with a diffculty level to tax the best gamers.

**93%**

## Super Swiv

*Storm*

**Official**

Play on land as a jeep or sky-bound as a helicopter in this quality shooty that should hook you from the start. With great graphics and sound it's a sure-fire winner on the SNES.

**90%**

## Syvalion

*JVC*

**Official**

This starts as a weird game – you may never have controlled a dragon before but after a while it just plain does your head in. It is all extremely repetitve and although it is original with some smart end of level guardians it still does not thrill like a good shootie should.

**60%**

## Thunder Spirits

*Toshiba EMI*

**Jap import**

The Thunderforce series of games were a big hit on the Mega Drive, but this lacks the technical excellence of the original. It's bad, it's just that Mega Drive owners are easier to please than us. Nice ideas but shallow gameplay.

**74%**

## UN Squadron

*Capcom*

**Jap import**

Based on Japanese comics of the same name, this is a conversion of a Capcom coin-op. There are loads of differences between this and the original, but most of them are improvements. Nice graphics, excellent music and loads and loads of firepower. A fast, exciting and very difficult blast.

**89%**

## Wing Commander

*Mindscape*

**Official**

Over shoulder view of various battles in space with you as the only saviour of mankind. Loads of missions to be assigned to with various types of craft to pilot. Graphics and sound are very similar to the PC version to be anything astounding but the game runs fast and is quite a challenge.

**81%**

## Wings 2

*Namco*

**US import**

Tally ho! WWI air time with the crates of the Royal Flying Corps. Power up your squadron to complete missions in strafing, dog fighting and bombing. Chunky graphics and deeply arousing patriotic music make this one of the best flight sims available on the SNES.

**82%**

### STRATEGY/PUZZLE

**If you fancy a sit down and some wholesome mindtwisting fun then take a look over here and rest those blistered fingers.**

## Cameltry/On The Ball

*Taito*

**Jap/US import**

In the old days, we would have called this a maze game. Rotate the screen and move a small ball through the level. Challenging, original and fun, make sure you get the vastly enhanced and much bigger US version. It has far more levels than the otherwise fabby Jap version.

**86%**

## Chessmaster

*Mindscape*

**Official**

What can you say about chess? As a two player game, this is reasonably presented and is as good as you make it. Play the computer on your own though and you'll soon discover it plays a mean game. Sadly though, the graphics are a bit poor and the music is utterly rubbish. A poor effort but then, there is no competition.

**52%**

## Faceball 2000

*Bullet Proof Software*

**US import**

Wander around a maze in pursuit of enemy smileys or your best mate. There's also a hidden game only accesible through a wierd password combination. Simple graphics with OK sound effects.

**87%**

## Lemmings

*Sunsoft*

**Official**

A spot on conversion of the computer original and believe it or not, an improved control system. The graphics are functional rather than gorgeous, but saving the lives of hundreds of Lemmings is enormously addictive. Good music too and a top class game.

**87%**

## Populous

*Imagineer*

**Official**

This game moved mountains when it arrived on home computers a couple of years ago and the Super Nintendo version is excellent. Play god and rule a world, with excellent music and some very interesting graphics. Lots to do, lots to see and lots to keep you going.

**90%**

## Pushover

*Ocean*

**Official**

A very frustrating and addictive game involving an ant and some very special blocks. To complete each level you must knock over every block like dominoes. There are several types of block and carefull strategy is required to achieve the goal against the clock.

**86%**

## Q-Bert

*NTVIC*

**US import**

Hop around with glee avoiding all manner of strange creatures in an attempt to colour tiles in an odd shaped enviroment. Strange and qwirky control method means initial frustration with the tasks. Good graphics with great back-drops and nice sound to boot.

**88%**

## Rampart

*Electronic Arts*

**US import**

An original blend of puzzle and war. Construct castles to house your guns then blast the opposition out the playing area. Graphics and sound are adequate to the job though don't expect anything spectacular.

**90%**

## Sim City

*Nintendo*

**Official**

Gorgeous, involving and utterly fabulous conversion of the home computer fave. Build a city, keep it going and if you get bored, destroy it using natural (and supernatural) disasters. The graphics and sound are just about up to the job, but this scores well on gameplay alone.

**92%**

## Spindizzy Worlds

*Activision*

**Official**

As old as the hills this game but it doesn't suffer because of it. Guide a spinnig top around mazes of trapdoors, shortcuts, lifts and all manner of obstruction. The time limits can be insufferable but if you employ some patience you might find this right up your street.

**87%**

## Wordtris

*Spectrum Holobyte*

**US import**

Imagine a game, like Tetris but with words and a timer and a vocabulary the size of Kilimanjaro. It doesn't soundgroovy but if you've at least got the IQ of a monkey then you'll enjoy this. It's fast, infuriating and lots of fun – just don't kid yourself that it's an educational and you'll do fine.

**92%**

### RPG/ADVENTURE

**Stick to the path and beware the trainspotter. Don't be put off by the anorak stigma – some of these will last forever.**

## Actraiser

*Enix*

**Official/US import**

It's hard to know quite what section to put this in. At first, it appears to be a side-on slasher in the mould of Rastan Saga. Delve a little deeper and you'll discover that this is in fact a huge, sprawling RPG with elements of Zelda and Populous. Classic stuff and still one of the best SNES soundtracks.

**90%**

## Final Fantasy 2

*Squaresoft*

**US import**

Although this looks incredibly dull, the sheer depth and scope of the game make it an instant classic. Shoddy and boring graphics are greatly enhanced by the addition of a stunning soundtrack. Lots of puzzle solving and fighting and a fair old bit of wandering around.

**89%**

## Final Fantasy – Mystic Quest

*Squaresoft*

**US import**

Similar to its predecessor but with better graphics. This will be enjoyed by everyone who finished the previous game. It also serves as a good introduction to the genre.

**78%**

## Lagoon

*Kemco Seika*

**US import**

This Zelda inspired romp does have some colourful graphics and quite spectacular sound. However, it's neither as deep nor as detailed as Zelda and as a result, it looks like a pretty poor imitation. Worth a look if you've completed the aforementioned classic.

**81%**

## Legend of the Mystical Ninja

*Konami*

**US import**

Gorgeous looking, brilliant sounding RPG combined with some fun arcade sections. The challenge is larger and more difficult than it first seems – you'll play this into the small hours. Entirely wholesome stuff.

**90%**

## Soul Blazer

*Enix*

**US import**

This fabulous RPG is easy to get into and will have you playing for weeks. The graphics are detailed and often stunning, with good use made of the Super Nintendo hardware. Music is

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fine and the gameplay is deep and involving. A nice game and excellent value for money.

**93%**

## Ys 111
*Tonkin House*
**US import**
Fabulous RPG with nice graphics and a huge adventure to complete. Everything about this reeks of quality and the only thing that really lets it down is a somewhat weak plot. Check it out though, it's among the best RPGs on the Super Nintendo.

**86%**

## Zelda 3
*Nintendo*
**Official**
Last and certainly not least. Zelda 3 is the office favourite. This is the creation of Mario programmer Shigeru Miyamoto. Even if you're not interested in RPGs, the combination of arcade action and clever puzzles is a joy to behold. This is one of the finest video games ever and you simply must have this. Gorgeous graphics, great gameplay and months and months of challenge.

**95%**

# PLATFORM GAMES
**Home of Super Mario World this genre offers you diversity you can only dream of.**

## The Addams Family
*Ocean*
**Official**
Slick and playable platform game that lacks the depth and playability of say Mario, but still a worthy and enjoyable effort. The graphics are often gorgeous, but slightly repetitive. The music can be plain annoying but it does have that addictive spark that will keep you at it for days.

**82%**

## Adventure Island
*Hudsonsoft*
**Official**
This bouncy game has the best music that you will find on any game for the SNES. The gameplay is a bit dodgy and easy at times but it's worth a play. Just try to calm any fears you might have about cutesy graphics and you should do OK.

**87%**

## Another World
*Interplay*
**Official**
More platforms than blasting mean that Another World narrowly makes it into this category. The graphics are very unusual polygons, but are put to good use and exceptionally realistic. The music is atmospheric and superb and the gameplay is deep and complex. Once finished, you'll try to do it faster and better than before and enjoy it hugely. Highly recommended.

**91%**

## Chester Cheetah Too Cool to Fool
*Kaneko*
**US import**
Chester has had his bike nicked, get it together and escape from the zoo. This has some great graphics and humour but fails on the lastability stakes.

**79%**

## Chuck Rock
*Sony Image soft*
**US import**
Cartoon style capers in the land time forgot all about completely and failed to include in the history books. More's the pity as there is plenty to do with rock tossing, belly bashing and saving your loved Ophelia from the evil dinosaurs and bogey men. Great fun.

**90%**

## Dinosaurs
*Irem*
**Jap/US import**
Also known as Dino City, this is a moderately entertaining platform game with a couple of novel features. You control two characters at a time, one a dinosaur and the other its human rider. The graphics are colourful and bright but there's not much else to separate it from the madding crowd.

**78%**

## Dragon's Lair
*Elite*
**Official**
Striking platform slasher with some very nice graphics. It's very unusual in appearance and the control method takes quite a while to get used to. Once you've mastered it though, you're in for a nice treat. It's just a shame it wasn't a bit bigger though.

**91%**

## Gods
*Mindscape*
**Official**
A platform shootie with a few puzzles thrown in and some commendable graphic It's just too samey to lift it above the crowd.

**82%**

## Gun Force
*IREM*
**US import**
Xardian clone with not much more to offer. Gameplay a bit too jerky with some complicated scenery to explore. End of level guardians can prove very tricky especially with the wrong weapon. Sound effects average but the scream of death is a bit of an eye opener.

**78%**

## Home Alone
*THQ*
**US import**
Listen carefully, I shall say this only once. If you buy Home Alone, then you are a very sick person. You need help, lots of it and right now. It's crap. No kidding. Do not buy it. Do not rent it. Do not stay home alone.

**12%**

## Home Alone 2
*THQ*
**Wish it was an export**
Remember what I told you about the first Home Alone game (above, you fool)? Well, pay attention. Go home, lock the doors, nail the windows closed and don't go out. Even if somebody offers you this for free, run for it and tell the police. This is a warning!

**41%**

## Hook
*Sony*
**Jap/US import**
Although this can be slow, it still manages to keep you interested. The graphics are lovely, with depth and character and although the gameplay has been done fifty squillion times before, you'll probably love it anyway.

**87%**

## James Bond Jr
*THQ*
**US import**
ALERT! Another THQ classic pile of rubbish this time graphically portraying the exploits of a little known boy called Bond. Naff gameplay naff sound naff everything. If you have done something wrong and wish to punish yourself then go ahead. Buy it... I dare you.

**45%**

## Jerry Boy/Smart Ball
*Sony*
**Jap/US import**
After reading reviews in other mags, it becomes obvious that it hadn't been played properly. Give it time and you'll find that the antics of a lump of jelly could be a most entertaining experience. This oozes playability from every pore.

**89%**

## Joe and Mac
*Elite*
**Official**
Spot on conversion of the Data East coin-op and a credit to the British team who did the job. Hampered only by the limitations of the original, this is an attractive and playable romp. Nice graphics, excellent sound and a whole load of gameplay.

**90%**

## Joe and Mac 2
*IREM*
**Jap import**
A gorgeous looking semi-sequel converted from the arcade version. It's funny and fun and quite quirky to boot. Have a bash as a Caveman Ninja and it's just possible that you'll never look back.

**82%**

## Krusty's Super Fun House
*Acclaim*
**Official**
Krusty is a clown from the local TV station who specialises in showing violent cartoon shows. In this game, you must rid Krusty's Fun House of the rats who now infest it. Classic platform action.

**84%**

## Lethal Weapon
*Ocean*
**Official**
Playing as either Murtaugh or Riggs you have to tackle various missions against the clock. The missions are too similar though as you progress it improves.

**75%**

## Magic Sword
*Capcom*
**Jap/US import**
Oh dear, Capcom's first duffer? Well, it's not up to their normal standard but it's by no means a turkey. The graphics are slick and polished and the music and sound effects are brilliant. The problem is, that the gameplay is incredibly repetitive and not very enthralling to begin with. Kind of like Black Tiger with all the good bits taken out.

**73%**

## Mickey Mouse
*Capcom*
**Jap import**
Anything from Capcom means the seal of quality and good looks for the SNES. Mickey Mouse is no exception with fantastic worlds to explore and amazing graphics. One small winge might be that the game is a bit too easy to complete but you get your moneys worth there is no doubt.

**90%**

## Prince of Persia
*NCS*
**Jap import**
Utterly fabulous in every respect, this game has proved to be a perrenial office favourite. You'll come back to it time and time again as the game is absolutely huge. Masses of action and lush graphics are combined with one of the most atmospheric SNES soundtracks to date.

**90%**

## Roadrunner
*Sunsoft*
**US import**
Cartoon capers with Road Runner evading the hungry coyote at the expense of everyone's patience. Great graphics, brilliant animations but let down by the control method. Wile E Coyote is still hilarious though.

**88%**

## Robocop
*Ocean*
**Official**
The graphics in this game are fantastic, and the gameplay, while fun is hindered by the difficulty level. It's one of the toughest games we've ever had in. You can complete it though – well you can if have a Game Genie and infinite lives. For the toppest games players only.

**89%**

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## Skuljagger
*ASC*
**US import**
Bizarre plot and dodgy graphics mask a simple and fairly enjoyable platform romp. Not much too it though and variety fans (aren't we all?) will soon grow bored. Nothing drastically wrong with it, but then nor does it shine.
**80%**

## Spanky's Quest
*Natsume*
**US import**
Vastly underrated and hugely enjoyable platform feast. Duff graphics and annoying sound are more than made up for by the addictive and enjoyable gameplay. Don't let the cosmetics put you off, this is a little gem.
**89%**

## Super Castlevania 4
*Konami*
**Official**
Quickly run out of superlatives very quickly as you try to describe the huge, sprawling and mindlessly addictive nature of this game. Fabulous in every respect and very, very urmm... large.
**92%**

## Super Ghouls 'n' Ghosts
*Capcom*
**Official**
Capcom's first effort on the Super Nintendo and still one of the all time greats. Fantastic graphics combined with creepy, orchestral music in this fabulous remix of the Capcom coin-op.
**92%**

## Super Mario World
*Nintendo*
**Official**
This game is synonymous with the greatest console in the World so it's going to have to be a stonker isn't it? As much fun you can get out of a cartridge. Fantastic.
**95%**

## Tiny Toons
*Konami*
**Jap import**
One of the most fabulous games to wonder into Super Action Tower. Gorgeous graphics, smart tunes and some unbelievable gameplay.
**90%**

# SPORTS GAMES
**If you want to enjoy the great outdoors in the comfort of your own home then look no further. Become a sports star overnight.**

## Augusta Masters
*T&E Soft*
**Jap import**
Smart golf game from the experts, marred only by slow update and odd graphics. The Japanese text can be largely ignored and once you figure it out, this is one of the better golf sims on the Super Nintendo.
**82%**

## Baseball Simulator 1000
*Culture Brain*
**US import**
Reasonable Baseball simulator and let's be honest. They're all exactly the same really. Wiffy graphics, annoying tunes and some very dull gameplay. However, if you like Baseball you'll probably love it.
**76%**

## Bulls Vs Blazers
*Electronic Arts*
**US import**
This is a flash and fast game that has a constant record feature. You can play back the last 30 seconds at any time during the game. Which is a real treat for for Speilbergs, but not so hot for any budding Jordans. Gameplay and graphics are nothing to stir the senses either.
**69%**

## David Crane's Amazing Tennis
*Absolute*
**US import**
Fortunately for David Crane, this really is amazing. The graphics are stunning, the sound effects totally convincing and the gameplay superb. Easily on par with Super Tennis, but in order to pull that off it is unfortunately almost identical in play.
**92%**

## Extra Innings
*Sony Imagesoft*
**US import**
This game takes the cutesy approach to baseball, with small round sprites bimbling around in an amusing manner. It plays very well and that, combined with rather attractive graphics and smart music means that this is one of the better Baseball titles available.
**70%**

## Hole In One Golf
*HAL*
**Jap import**
The first golf game available for the Super Nintendo and still one of the best. The overhead view of the course may not be as realistic as the polygons employed by other golf games but it's effective just the same. Nice use of mode seven but some tragic music.
**91%**

## The IREM Skins Game
*IREM*
**US import**
Nothing to do with Hannibal Lecter, this is golf! Play for cash and thrill to the amazing mode seven graphics. It's actually great in play and the competitive aspect adds to the proceedings. One of the best all round golf titles.
**89%**

## Jimmy Connors Pro Tennis
*UBI Soft*
**US import**
A great tennis game with loads of options. Whizz around the world playing on various surfaces in your attempt to become the number one seed. Not quite as good as Super Tennis but worth a look.
**89%**

## John Madden's 93
*Electronic Arts*
**Official**
Electronic Arts make ammends with this hugely improved revamp of the first SNES Madden's. Graphics are slicker, music is better and gameplay is much better. A smart and playable title with lots to recommend it.
**78%**

## Kick Off
*Imagineer*
**Official**
Amiga owners will relate to this as it is a vast improvement on their version. A complicated and hard game that has both depth and lasting appeal. Graphically, it isn't much actually but that isn't the point as it isn't trying to break any new ground. An essential purchase.
**83%**

## NBA Allstar Challenge
*LJN LTD*
**US import**
A purely one on one game for any basket cases. There are five different games to play and it all makes for gripping stuff. The graphics are excellent with amazing relections and fast action. Not really a patch on NCAA (listed below) but it should be seen as a different game entirely – or it will fare very badly indeed.
**78%**

## NCAA Basketball
*Nintendo*
**US import**
When this game came in the office everybody was transformed in to hi-top wearing giants. The sound is smart, the graphics are good but the gameplay in amazing. Total addiction. The best Basketball available on the SNES and no doubt it will be for a long time to come, this is way ahead of the field.
**90%**

## NHLPA Hockey
*Electronic Arts*
**Official**
Almost a direct copy of the Mega Drive version and it shows, what with jerky graphics and small sprites. Good gameplay though with plenty of options and the classic head to head. Added features include fighting and the "look what I did" action replay.
**84%**

## Nolan Ryan's Baseball
*Romstar*
**US import**
Exactly the same as most other baseball games, but with decent graphics and a smart soundtrack. Reasonable stuff and you're spoiled for choice.
**70%**

## Roger Clemen's Baseball
*LJN*
**US Import**
Roger who? Never mind – a difficult simulation to pull off and i'm afraid this has not been well translated. Attempt league, or two player matches. Catching lacks correct perspective so be warned, it's a case of jump and hope for the best. Pitching is easy enough but be warned that your man on the mound gets mighty tired after a few select fast balls. The graphics aren't amazing but are adequate for the job.
**73%**

## Space Football
*Triffix*
**US import**
A strange looking variation on the Ballblazer theme, with spooky mode seven graphics and some rather odd music. Not bad, especially in two player mode but by no means a classic. Opinions differ wildly about this game and so I'm afraid your best bet is to try before you buy.
**79%**

## Super Bowling
*Athena*
**US import**
No fun at all for a single player, yet hugely enjoyable with a couple of pals. Great graphics and sound but just a little too easy in the long run.
**88%**

## Super Play Action Football
*Nintendo*
**US import**
A huge manual supplies the tactics and tips for play so be warned you can't just jump in and get to grips with this one. Graphics and sound pretty average but then this reflects most sports sims.
**50%**

## Super Soccer
*Nintendo*
**Official**
It looks a lot better than it actually is, but this game does play a very nice game of football. Good graphics, ace music and lots of playability. Players moving "up" the pitch do have a huge advantage though, as the action is mostly obscured by the net.
**80%**

## Super Tennis
*Nintendo*
**Official**
Still the best Tennis game available for the Super Nintendo and indeed, on any machine ever. The computer plays a challenging game, but this really comes into its own in two player mode. Great graphics and realistic sound.
**92%**

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# NEXT MONTH IN SUPER ACTION

## ISSUE 9 OUT APRIL 29

***The hardest fish/robot combination in the entire Universe arrives officially on Super Nintendo next month and we'll be there with a full review. Is this a Mario beater? Is it better than the Megadrive version? Tune in next month to find out.***

## THE NEXT SUPER FX GAMES

***With the official launch of Starfox in the UK, the Super FX system looks set to become the single most important aspect of Super Nintendo gaming. Is it the future of SNES software? Or is it just Nintendo's way of putting off the launch of the Super CD? Next month we blow the lid off the system, the software and the next Super FX games. Polygon laffs and 3D frolics.***

## CAL RIPKEN Jr BASEBALL

***At last! A baseball game that makes sense, plays well and looks good. The Japs love it, the Yanks invented it. Will Cal Ripken finally force us to adopt it? We'll have a baseball-mongous, bat-tastic, ball-tabulous review next issue and remember, it's all for charity!***

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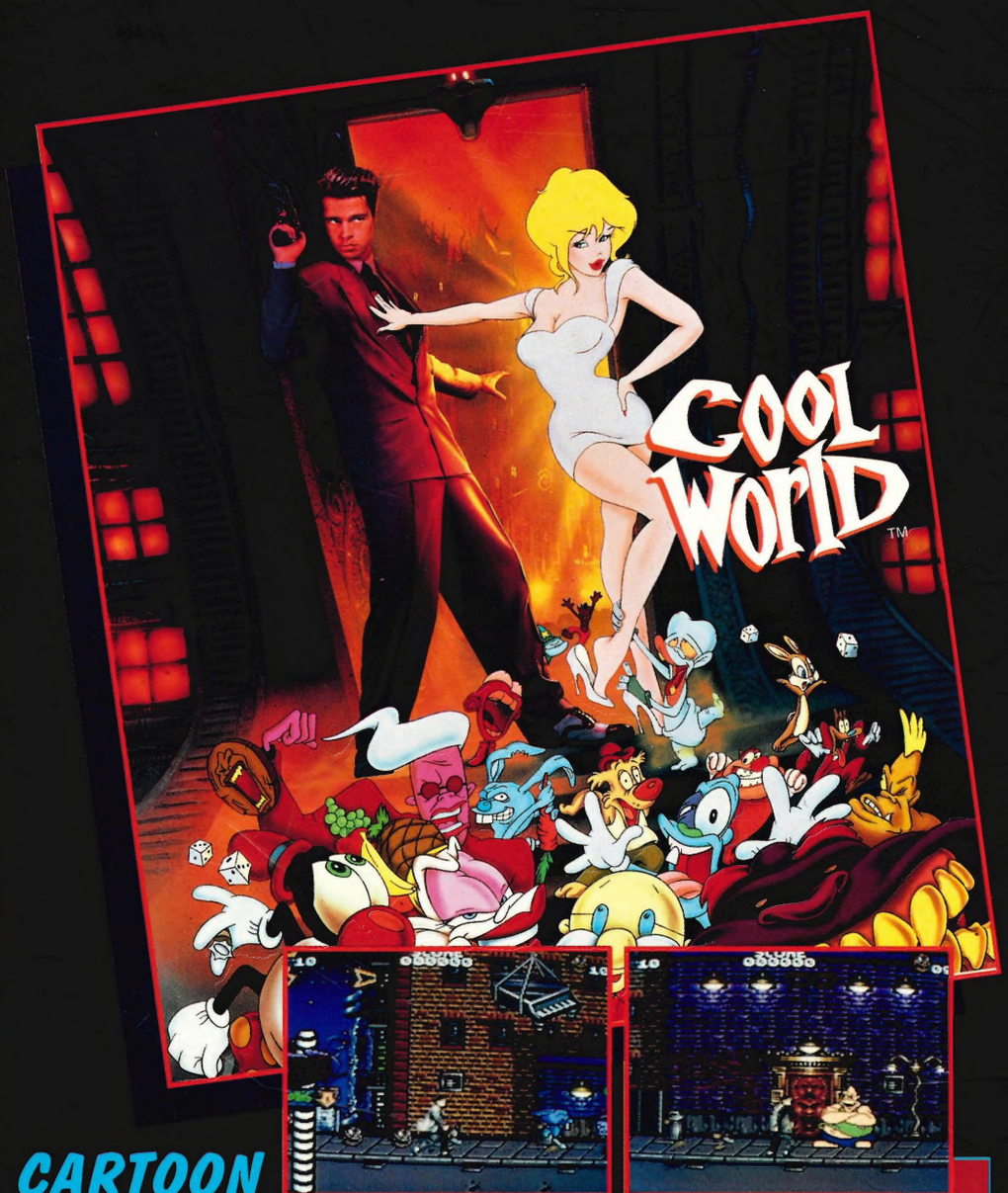
# HOLLI WOULD IF SHE COULD ...and she will





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